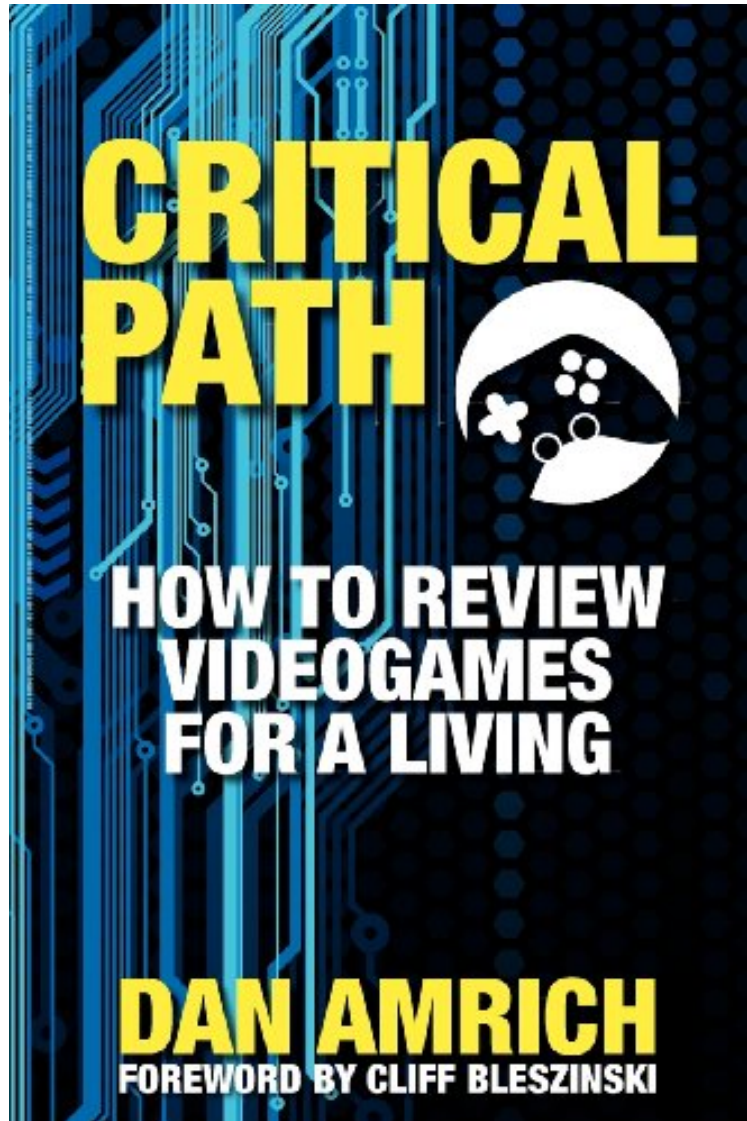


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Critical Path: How to Review Videogames for a Living

Dan Amrich

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Dan Amrich : Critical Path: How to Review Videogames for a Living before purchasing it in order to gage whether or not it would be worth my time, and all praised Critical Path: How to Review Videogames for a Living:

1 of 1 people found the following review helpful. How to Review Video Games for a Living is the best kind of guidebook - the kind written by someone ...By RobbieVCritical Path: How to Review Video Games for a Living is the best kind of guidebook - the kind written by someone who has already scaled the mountain that you hope to climb. Dan Amrich knows plenty about all facets of the business. But perhaps most importantly, he can write and write well.

Anyone out there who dreams of reviewing video games (or reviewing anything, really) professionally should own a copy. Let Dan Amrich help you find your way along the Critical Path. 2 of 2 people found the following review helpful. A Very Easy and Relevant Read By M. Best Let's be honest, I devoured this book. Its writing style was Dan Amrich's typical free flowing, no BS approach. A risk with 'How To' books is that they can be quite dry, and although they start in a flurry of activity, as the reader's interest wanes, they tend to be a bit 'grindy' towards the end. This is certainly not the case with this one. One thing about this book is that it is not one of those 'you can do it' book that encourages you every step of the way saying the world's your oyster, all you have to do is try. This is honest. It says that there's no easy way to do it. It will be hard. You will be disappointed. And your dreams of fame and fortune will be dashed against the rocks of reality. The degree of honesty is refreshing. There is no magic formula of If A Then B. What Dan offers is the benefit of his years of experience in the profession, as well as the inner machinations of the gaming and publishing world. He describes some of the common misconceptions people have, as well as tips on how to give yourself the best chance, without glossing over it. Besides broad tips on how to write effectively and consistently, I gained a lot of benefit reading about the structure of media organisations - something that is relevant in all forms of writing, not just gaming reviews. Knowing who to contact and the best methods to do so is just as important as the content you write. If you want to give this profession - at whatever level - a good honest go, then this is the book for you. If you want a more Tony Robbins, positive reinforcement, approach, then maybe give this a miss - although it will give you a good reality check and may make you a better person. But for me, I found almost every page had something that I could use, or something that made me say 'oh, I didn't know that'. I cannot recommend it enough. My only complaint is that it was over too quickly. This is not a negative reflection on the length of the book, it's a positive indication of how readily I devoured the knowledge it imparted. 9 of 9 people found the following review helpful. "On Writing" for videogame critics with less near-death van accidents By Robin Taylor Leveraging nearly a lifetime of game reviewing harkening back before the internet, author Dan Amrich lays down the knowledge stick for would-be game reviewers. Brevity and droll humour drive the pace, making for bite-sized chunks of real world advice covering the entire gamut of a gaming career. Leading the reader through myths about the industry into early entry points and up to an escape plan, personal anecdotes are peppered with interviews with industry veterans, lending real weight and guidance. Entertaining AND informative, Critical Path is a revelatory work about a much-sought but little understood industry. Must reading for those who would or do review games professionally.

It's your dream job: Playing video games. Writing about them. Getting paid. It will never happen, right? Actually, it can. It's definitely not easy to get this dream job; it requires a lot of perseverance, plenty of patience, a certain amount of skill, and a fair amount of luck. But with the right combination of elements, this job can be yours. Critical Path: How to Review Videogames for a Living will tell you what you need to know and what you need to do to make a run at this career, for real. This includes how to write compelling reviews, how to pitch yourself as a writer, how to tackle some tricky ethical quandaries, and yes, even how to get free games. Based on Dan Amrich's own experience as a game journalist for more than 15 years, its advice can serve you for your entire career, from press start to game over.

"It has enough concrete examples collected over years that I can say that I can refer aspiring game journalists to this book now, rather than write them long missives about how to break into the game beat." -- Dean Takahashi, VentureBeat