

The Game Writing Guide: Get Your Dream Job and Keep It

Title: The Game Writing Guide: Get Your Dream Job and Keep It

Author: Anna Megill

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Abstract: This comprehensive guide walks readers through the entire process of getting and keeping a writing job in the games industry. It outlines exactly what a beginner needs to know about education requirements, finding opportunities, applying for roles, and acing studio interviews. Professional writers will learn how to navigate studio hierarchies, transfer roles and companies, work overseas, and keep developing their careers.

Written by an experienced games writer with nearly two decades of industry knowledge, this book contains a wealth of interviews and perspectives with industry leaders, hiring managers, and developers from marginalized communities, all offering their tips and insights. Included are examples of materials such as job posts, writing samples, and portfolios, as well as chapter-end challenges for readers to directly apply the skills they have learnt.

This book will be of great interest to all beginner and aspiring games writers and narrative designers, as well as more experienced writers looking to hone their skills.