

The Pocket Mentor for Video Game Writers

Title: The Pocket Mentor for Video Game Writers

Author: Anna Megill

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Abstract: Want to become a writer in the games industry? Then this is the book is for you. Award-winning game writer Anna Megill provides all the essential information and guidance you need to understand the industry and get your foot on the ladder.

The book explains in simple, clear language exactly what a beginner needs to know about education requirements, finding job opportunities, applying for roles, and acing studio interviews. Professional writers will learn how to run a writers' room, manage a team, create documentation for various project phases, and navigate studio politics.

The Pocket Mentor is designed to be a just-the-facts companion to *The Game Writing Guide: Get Your Dream Job and Keep It*, but it stands on its own as an invaluable go-anywhere resource for beginners and seasoned pros alike.