

The Video Game Writer's Guide to Surviving an Industry That Hates You

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Abstract: There have been many books written about how to write for games, but just as important as creating the deliverables is knowing how to do the job itself. In an industry that can seem like it's stacked against a game writer's professional survival, knowing how to navigate the choppy waters of building schedules, interfacing with other team members, getting actionable feedback, and putting yourself in a position to do your best work without killing yourself is vital information.

This book is a guide to identifying, approaching, and triumphing over those tasks beyond just laying down words as well as finding the power and joy in writing for video games. By turns humorous, horrifying, and hopeful, this is a user's manual to a role that is frequently

misunderstood and underappreciated. Drawing on over two decades' experience in the game writing trenches, Richard Dansky takes you on a journey through the things you must know in order to survive and thrive as a game writer.