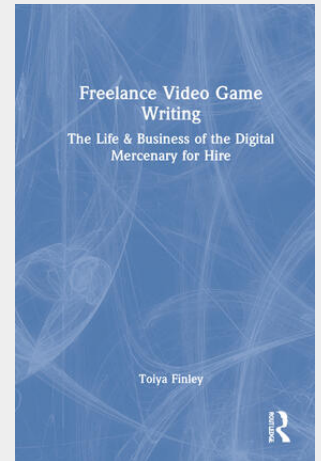


Finley

Freelance Video Game Writing

The Life & Business of the Digital Mercenary for Hire

In the competitive world of video game writing and narrative design, developers are losing permanent positions while freelancing careers are on the rise. Many developers don't understand how to seize these freelancing opportunities, such as understanding the business of freelancing, how to go about finding work, how to establish strong relationships with clients, and how to sustain themselves as freelancers. Freelance Video Game Writing: The Life & Business of the Digital Mercenary for Hire offers developers guidance on achieving their freelancing goals as telecommuters. Dr. Toiya Kristen Finley presents practical insight into the profession and how to further enhance your freelancing business, whether you are a newcomer in the field or an experienced freelancer. Key Features: - Two sections covering the life of the freelancer and the freelance business - Fifteen interviews from narrative designers, game writers, and other developers on topics from maintaining a healthy work-life balance to figuring out your rates to working a full-time job and freelancing on the side - A comprehensive list of definitions with which freelancers need to be familiar - Exercises to help augment your understanding of freelancing and improve your business



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