

How To Write About Games



THE NEW YORK VIDEOGAME CRITICS CIRCLE



MONITOR YOURSELF

How is the game making you feel?

Do you feel happy? Sad? Frustrated? Jubilant?



VISUALS

How does the game look to you?

Artistically, is the game doing something unique or interesting?

Visually, do the graphics look solid? Are there a lot of jaggy edges and other ugly artifacts? Or does it look clean and up to par by 2019 standards?



GAMEPLAY

Does the game control easily? Is it easy to learn? How hard is it to master. Is it challenging? Is it too challenging? Is it too easy?



SOUND & MUSIC

Is the sound design good? Does a basketball sound like a basketball? Does a sword slash sound believable? Is the music compelling? Would this be something you'd listen to for fun?



PERFORMANCE

How well is the game performing? Is it crashing? Is the screen flickering or tearing? Is the online gameplay acceptable? Is the framerate going up and down constantly?



DESIGN

Is the game world design intuitive? Do you have to look up a guide to figure out what to do? Does the internal game logic feel natural or obtuse?



STORY

Is this a story driven game? If so, is the story and narrative compelling? How's the writing and voice acting? How are the characters?