About the Author

Marc Saltzman has reported on the bourgeoning consumer technology industry for the past seven years as a freelance journalist, author, lecturer, consultant, and radio and TV personality. His specialties lie in video gaming, computer software and hardware, Internet trends, gadgets, and consumer electronics.

Along with his weekly syndicated columns with Gannett News Service, USAToday.com, and CNN.com, Marc contributes to more than three dozen prominent publications, including *USA Today*, *LA Times*, *Newsweek*, *Modern Maturity*, *Playboy*, Playboy.com, *Golf Digest*, *National Post*, GlobeTechnology.com, *Access* magazine, and *Tribute* magazine.

Gannett News Service is the USA's largest newspaper group in terms of circulation. The company's 99 daily newspapers throughout the U.S. have a combined daily paid circulation of 7.8 million.

Marc Saltzman was one of the first journalists in the world to break open the MP3 phenomenon in late 1997 on CNN Interactive (CNN.com). He correctly predicted this controversial audio file format would revolutionize the recording industry.

His 10 books with Pearson Education and McGraw-Hill/Osborne are: *Internet Games Directory* (1996), *Gamer's Web Directory: Sites, Cheats and Secrets* (1997), *Quake II Strategy Master* (1998), *Game Design: Secrets of the Sages* (1999), *Game Design: Secrets of the Sages*, Second Edition (2000), *Game Design: Secrets of the Sages*, Third Edition (2001), *Marc Saltzman's 250 Best Palm Games* (2001, on CD), Marc *Saltzman's Top 300 Games for the PocketPC* (2002, on CD), *Game Design: Secrets of the Sages*, Fourth Edition (2002), and *DVD Confidential: Hundreds of Hidden Easter Eggs Revealed* (2002).

Marc also contributed to *Supercade*, Van Burnham's book chronicling the visual history of the video game industry (MIT press). Marc has also written popular in-game manuals for *Quake II* (id Software/Activision) and *Sin* (Ritual Entertainment/Activision).

Beginning in May of 2001, Marc became a technology expert at CNN, the Cable News Network. Marc is often a guest to talk about an array of high-tech issues, be it video games, the Internet, computers, or consumer electronics. He can be seen on the television show, *Next @ CNN*, which airs Saturdays at 3 p.m. (EST) and 4 p.m. (EST) each Sunday. The show won first place in the News Magazine category of the National Headliner Awards, announced Friday, March 16, 2001, by the Press Club of Atlantic City.

Marc also makes regular appearances as a high-tech expert on the *CBS Early Show*, *CNN Headline News*, *Breakfast Television (BT!)* in Toronto, and *TechTV Canada*.

Beginning in April 2003, Marc began hosting his own TV show, dubbed *TKO*. Considered "*Entertainment Tonight* meets consumer technology," *TKO* appears on four national networks in Canada: Global, Prime, CH, and MenTV. More information on the show can be found at `www.pyramidproductions.tv`.

Speaking of Global, Marc is also the host of "TechWise," a twice-a-week feature on the national *MoneyWise* program in Canada, hosted by Peter Kent and Dierdre McMurdy. The popular show airs coast-to-coast on CanWest Global and the Prime Network.

Marc also writes for and hosts two radio shows. The first is "Tech Talk with Marc Saltzman" on Canada's largest talk station, CFRB (1010AM in Toronto). The hour-long call-in program airs live on Sunday evenings. CFRB's parent company is Standard Radio. The second radio program is heard exclusively on Canada's largest new rock/alternative station, Edge 102 (102.1 FM in Toronto). Now in its seventh year, the pre-recorded segment airs twice a day, entitled "Cyber Escapes with Marc Saltzman." Edge 102's parent company is Corus Entertainment.

Marc enjoys delivering seminars on the ever-changing world of high-tech (as far as Hong Kong!) on how to best break into the interactive entertainment industry. Marc also moderates a panel each year at the annual Electronic Entertainment Expo (E3) on this very same topic. Marc has also been an official "Best of E3" judge for the past five years, nominating the best computer and console games and most promising hardware for the annual trade show.

Marc is also a judge for the annual "Codie Awards" established by the SIIA (Software and Information Industry Association) to recognize innovative software and information products.

Marc is a paid member of the International Game Developers Association (IGDA), contributing to the violence committee.

In August, 1997, Marc was decorated by the University of Toronto's Alumni Association as an "outstanding graduate" for his success across many mediums: print (books, newspapers, magazines), the Internet, television, and radio.

Game Creation and Careers: Insider Secrets from Industry Experts, by Marc Saltzman (Indianapolis: New Riders, 2004). If you think you'd like to design your own video games for fun or profit, this book is worth your time. You'll read war stories and advice by many of the biggest players in the industry. Periodicals. eWeek. This weekly magazine includes news and commentary on the changing face of electronic technology in business. Infoworld. This weekly magazine is aimed at IT professionals, but it's not too technical for interested observers from outside the industry. Information Week. This wee Mencher has written many articles for game industry periodicals and websites such as Gamasutra, with advice and observations on gaming careers.[7] He has also been interviewed as an industry expert on Blog Talk Radio,[3] and in periodicals such as Wall Street Journal,[8] Boston Globe,[9] the Florida Sun-Sentinel and The Washington Post.[10][11][12]. In 2002, he wrote and published his first book, Get in the Game!.[13] The book guides and prepares readers to start a career in the game industry, and shows the reader how to research, network, meet the right industry people, access the unadvertise... Game creation and careers: Insider secrets from industry experts. New Riders. ISBN 978-0-7357-1367-3. Featuring interviews with many game designers, this book offers advice on the aspects of game creation. It covers topics such as creating games for the new generation platforms such as X-Box, Playstation 2, and more. It discusses the business side of the game industry. It helps readers learn how to sell their own shareware via the internet.… (more). all members.

This is a career building and advisement guide for beginner, and professional video game jobs. It looks at how games are designed, the characters created, story, and such are developed. It looks at the subject of videogames from the programmers, all the way to support and public relations sides of gaming. There are many excerpts from interviews, done by the author/editor. It has many gray-scale screenshots, production artwork, illustrations, and photographs, of many of the games mentioned and the people involved in making them. There is also tips on, getting an agent, entering gaming design sc The game industry has long been neglected as a market and research area for knowledge management and semantic technologies. However, as the budgets for game projects are growing and game development...Â Saltzman, M.: Game Creation and Careers: Insider Secrets from Industry Experts. New Riders (2003)Google Scholar. 21.