



WVGAMERS, AMANDA & BRIAN
ADDRESS+PHONE# UPON REQUEST
WWW.WVGAMERS.ORG



We are the WVGamers, and we care about our community whether that is our local community, our gaming community, and the community of creators that design/publish the games we all love. WVGamers started in 2012 as a group of friends raising money for our local Children's Hospital through Extra Life, and this is still a core element of who we are. Over the years, we have taught many people about the joys of gaming and built a community through in person events with the support of our FLGS, local conventions, and Double Exposure Envoy.

In 2020, we began reviewing video games, RPGs, and board games; as of Spring 2021, we have reviewed over 80 wonderful games with no signs of slowing down. Our goal is to continue to expand by helping publishers spread the love of their games to the community we continue to build both locally and online.

We started primarily as a written reviewer, but over time, we have purchased equipment to record game playthroughs, how to play, and review videos. Once we complete a review, we post it to our social media to advertise the review and drive traffic to Kickstarter campaigns and publisher product pages.

AUDIENCE DEMOGRAPHICS/METRICS



@WVGAMERS1

132 FOLLOWERS



@WVGAMERS

276 FOLLOWERS



@GAMERSWV

73 FOLLOWERS



WVGAMERS.ORG

290 MONTHLY VISITORS



WVGAMERS

250 MONTHLY VIEWS



USA

65%



UK

12%



CANADA

8%



AU

6%



OTHER

9%



OUR SERVICES

Written Articles; Proofreading/Editing; and

Game Reviews, How to Play, Playthroughs, and Unboxing Videos

FREE SERVICES: We provide written reviews, and for some games, we will create “How to Play” and Review videos recorded in a single shot and mostly unedited, which is the current format of most of our content. Turnaround for these reviews are typically 2-6 weeks upon receipt of the game based on our current schedule.

NEGOTIABLE PAID SERVICES: If you need higher quality Kickstarter videos that require additional recording and editing time, we may discuss a reasonable charge for this service based on the size of your game and the amount of time we estimate it will require. We are also available to help proofread and provide editing support for your games and advertisements.

In some cases, if you have existing games/products, we may be willing to exchange these services for other products; these services are negotiated on a case-by-case scenario.

FINAL COPY OF PRODUCT EXPECTATION: Both service tiers come with the expectation of a final copy of the game, if we were provided a prototype for the initial review. This will allow us to do a final product review on our own time; this is not required but requested so we can further promote your finalized product.

PREVIOUS PARTNERS



And Many Indie Publishers!



Amanda Jones

B.S. degrees in Secondary Education and History as well as a minor in coaching

Passionate about: animals, the paranormal, Baseball, and Animal Crossing.

Favorite Game Genres: Tile Placement, Deck Builders, and Dexterity.

Brian Moats



Masters in Software Engineering and B.S. degrees in Mathematics, Computer Science, Marketing, and Business Administration

Passionate about: RPGs (tabletop and video game), technology, and constantly learning new skills.

Favorite Game Genres: Deck Builders, Strategy, and Engine Building.