



Plugged In! Comics Professionals Working in the Video Game Industry

Keith Veronese

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PLUGGED IN! documents the experiences of comic book professionals that work in the Video Game industry, offering invaluable tips for those thinking of venturing into the field, or anyone with a fascination for the inner workings of both comics and gaming. It features *Superman* scribe Elliot S! Maggin candidly talking about the early days at Atari, along with Jimmy Palmiotti (*Ash, Jonah Hex*), Chris Bachalo (*Death: the High Cost of Living, Uncanny X-Men*), Mike Deodato (*Wonder Woman, Amazing Spider-Man*), and Rick Remender (*Fear Agent, X-Force*), all giving firsthand accounts of working on current generation video game hits like *Dead Space, Prototype, Army of Two: 40th Day, Bulletstorm*, and *DC Universe Online*! In addition to current comics professionals, author Keith Veronese conducts first-person conversations with artists and writers who made the leap to working in video games full-time, including an in-depth interview with Trent Kaniuga (*CreeD*) about his career at Blizzard Entertainment, working as one of the architects of the long awaited *Diablo III*! So whether you're a noob or experienced gamer or comics fan, be sure to get *Plugged In!*

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