

Statement of Intent

My gaming magazine is called 'Game Master Gaming' and my target audience for this gaming magazine is girls around the ages of 15 as this type of gaming would only really appeal to girls around that age. My gaming magazine title is viable because it is eye-catching, short, memorable and catchy as this industry needs more titles for magazines just like this one. The language style used is a mix of formal and informal which will appeal and be easy to read for all ages. I aim to represent something not only for teenagers but for women with an interest in gaming too. I would also like to defeat the stereotype of video games being purely for men because women also like to do these things and they should feel included too, that is why I have now created a new gaming platform purely for women. In order to create my front cover I first researched other gaming magazine front covers and I looked at certain ones such as PC GAMER and GAMES TM and the use of more dark colours was very apparent. These front covers gave me inspiration to create something a bit more colourful and not only using darker colours. With my research I decided to layout my gaming magazine cover with large titles and bold statements that would catch the eye. I named my magazine 'Games Master Gaming' because the word 'master' connotes to being advanced. In my magazine I used blues, greens, blacks and whites to create the background and the text, this creates a sense of the magazine not being about your stereotypical war game and it implies that this is something very different.

Finally, the main feature of the magazine is suggested to be the woman who changed the gaming industry which suggests importance, superiority and independence.