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, USA Today, 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.


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.
Get expert advice on how to juggle both in our live chat on Wednesday 29 April from 1–3pm BST. Published: 10:00 AM. How to juggle your career with starting a family live chat. What is it like to take 36,000 people to work with you? Social media opens up the secret world of solitary jobs. Published: 7:00 AM. Was Yoda a medieval monk? 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