ONDER MAGAZINE   A R T I C L E   R E Q U I R E M E N T S

All Articles

All articles should include:

- **Title**
  (Example: "Dynamic Character Development")

- **Subhead/Teaser** *(10 words, max)* A compelling teaser that clarifies, focuses, and entices the reader to engage.
  (Example: "Creating Characters That Grow With Your Story")

- **Summary** *(For use in the table of contents and in marketing. 30 words, max.)*
  (Example: "Static characters that do not grow and evolve can drag your story down. Learn how to challenge your characters - and your readers - without derailing your story plot")

- **Article Content** *(see below for target word counts)*

- **Bio/Signature** *(50-75 words, max)* A brief recounting of achievements, other works, or background.

These specifications are included in the "Submit Manuscript" Form (located at http://magazine.ondermediagroup.com/manuscript-submission/. The password required to access the page will be provided by your Editor). Articles submitted without these elements will be returned (which may result in the article being dropped or deferred to another issue).

Style Guide

In preparing your manuscript, please follow these guidelines:

- No tabs
- No formatting other than *ITALICS*
- One space after a period
- One carriage return between paragraphs

Extra Content

Please separate "extra" content (table, sidebar, footnotes, etc.) and place at the end of the article. Mark accordingly with a simple title in brackets *(Ex: "[Footnote 1] [Table 2], [Sidebar 3]", etc.)*

Indicate where your "extra" content appears in the body of your article by including the title defined above in the appropriate location. Our production team will place the associated footnote at the bottom of the proper page.

Headings and Subheadings

Section Headings – separated by blank line above and below (double returns)
Section Sub headings – lead and end with a double asterisk (**)

Block quotes

Lead and end with a double pound sign "##"

Editorial Expediency

We may edit for content and/or space issues. You will be notified of these changes for your sign-off and approval. Your expedient response to these notifications will help us meet the tight production deadlines of the magazine.

Artwork

Contributor Suggested Artwork

If at all possible, please include any art you feel to be relevant to illustrate your story. You may also include URLs where it can be found OR themes/suggestions on what to look for. Be aware we are constrained by usage rights as to what art we can and cannot use in Onder Magazine.

If submitting a review, please include a cover shot/product shot of the subject of the article. You may also provide a URL for reference.

Artwork Specifications

As all Onder Magazine issues will be available in both electronic form and POD, any submitted artwork must be of sufficient resolution to print clearly. All artwork must be a minimum of 300dpi and at least 2-1/2" wide by 4" high. Acceptable file formats: TIFFs, JPEGs, EPS, PNGs and PDFs.

Content

Articles

In general, text content falls under these broad categories:

Editorial	*Review (Book/Game)*
Optimal……….. 750	Optimal……….. 1000
Minimum……….. 500	Minimum……….. 750
Maximum……….. 1000	Maximum……….. 1500

Article	*Feature Article*
Optimal……….. 1500	Optimal……….. 2000
Minimum……….. 1000	Minimum……….. 1500
Maximum……….. 2000	Maximum……….. 2500

The format for non-fiction articles will tend towards one or more of these narrative structures:

- How To – guidelines for refining some aspect of the creation or presentation of the format (example: How to Write a First Chapter, How to Add Drama to your Landscape Illustrations, How to write an Audio Drama)

- Critical Analysis – an in-depth examination of some aspect of the format as it relates to storytelling, often citing multiple examples from familiar works (example: Pacing Your RPG Adventures, Shadow and Light in Character Illustrations, Vocal Techniques for Narrating a Story)

- Critical Review – an in-depth examination of some storytelling creation. NOT "is it good?", but rather "does it succeed in its objective" and "what makes it significant or relevant as a storytelling experience") (example: [movie name] – Redefining Modern SciFi, [book title] – Exploring Cultural Terrain in Fiction, [album title]: Adrenaline and Steel Set to Music)

- Step by Step – walking the reader through the sequential steps of a creative process (example: What to Focus on in Each Draft of a Story, From Sketch to finished Illustration, Combining Vocals, SFX, and Music when Producing an Audio Drama)

- Cultural Context – an examination of the impact and influence of some aspect of storytelling. Can be contemporary or historical, but always raises awareness through the presentation of new insights (example: Kameron Hurley's "We Have Always Fought", Cover Art in the 21st Century, SciFi's Love Affair with the Apocalypse)

Use Headings in Your Article

Each key point or argument within your article should be prefaced by a heading title. This breaks up large "walls of text" and makes the article more readable in a digital format.

Site Sources When Possible

While we aren't adhering to a strict academic format, Onder Media Group is committed to opening possibilities of research and pursuit for our readers. Citing sources or specific examples in support of the points you're advancing in your article provides the reader with a tangible resource to dig deeper.