

THE READER METER

BOOK REVIEW



TITLE & AUTHOR:

GENRE

SUBGENRE

SAMPLE LENGTH

SERIES LENGTH SERIES FINISHED?

CREATIVITY & ORIGINALITY



WORLD BUILDING



LANGUAGE & STYLE



PACING & PLOT INTEGRITY



CHARACTERIZATION



MOMENT THAT HOOKED/LOST ME

SUBGENRE

SERIES FINISHED?

MOST MEMORABLE SCENE? WHY?

THOUGHTS

WILL I READ IT?



THE READERMETER

BOOK REVIEW RUBRIC



METRICS	5 STARS	4 STARS	3 STARS	2 STARS	1 STAR
CREATIVITY & ORIGINALITY	TROPES ARE UNIQUE; STORY INSPIRES CURIOSITY AND EXCITEMENT ABOUT CHARACTERS OR EVENTS.	TROPES FEEL FAMILIAR YET WELL DONE; THEY ARE ASSETS TO THE STORY THAT INCREASE CURIOSITY	WORLD IS INTRIGUING WITH EFFECTIVE SETUP OF ITS PARAMETERS, SOCIAL EXPECTATIONS, AND NATURAL LAWS	WORLD IS INTERESTING AND DETAILED WITH CLEAR "WHO" AND "WHAT" INDICATORS FOR NATURE AND SOCIETY	WORLD IS DISORGANIZED OR CHAOTIC, AND DOESN'T KICK THE READER'S ATTENTION, BUT ALSO GENERIC AND INDISTINGUISHABLE.
LANGUAGE & STYLE	LANGUAGE IS INTENTIONALLY CRAFTED AND FULLY ENMESHED INTO THE SETTING, DIALOGUE AND/OR CHARACTERS	LANGUAGE IS DETAILED AND STYLE SEEMS INTENTIONALLY CRAFTED FOR THE CHARACTER(S) AND/OR GENRE	LANGUAGE IS SENSIBLE AND CORRECT BUT SYNTAX IS UNORIGINAL. STYLE IS GENERIC AND EASILY DUPLICATED	LANGUAGE IS INCOHERENT OR INCORRECT, UNENGAGING STYLE. ATTEMPT MADE BUT NOT EXECUTED	LANGUAGE AND STYLE ARE INCOHERENT, INCORRECT AND UNENGAGING. A COMPLETE TURN-OFF
PACING & PLOT INTEGRITY	SEAMLESS STORY SEQUENCES. SUBPLOTS THAT BUILD NATURALLY AND RESOLVE WITHOUT PLOT HOLES/ARMOR	COHESIVE STORY SEQUENCES WITH REASONABLE PACING, RELEVANT SUBPLOTS AND LOGICAL RESOLUTIONS	PLOT GAPS, UNEVEN OR JERKY PACING, LOOSE OR UNRESOLVED SUBPLOTS WITH CONVENIENT RESOLUTIONS	PLOT LACKS LOGICAL PROGRESSION AND SUSPENDS READER DISBELIEF, PACING SHIFTS ABRUPTLY AND RESOLUTIONS ARE FORCED OR ILL-FITTING	CONTRADICTORY OR NONSENSICAL PLOT, IRRELEVANT OR DISCONNECTED SUBPLOTS, UNSATISFACTORY RESOLUTIONS
CHARACTERS	FULLY REALIZED, COMPLEX WITH DISTINCT VOICES AND COMPELLING ARCS THAT KEEP MOTIVATION ALIGNED WITH ACTION AND DIALOGUE	MULTIDIMENSIONAL WITH CLEARLY DEFINED TRAITS, LOGICAL MOTIVATION ARC THAT USUALLY ALIGNS WITH CHARACTER ACTION AND DIALOGUE	IDENTIFIABLE TRAITS WITH BASIC MOTIVATIONS AND PREDICTABLE ARCS THAT MAKE ACTION AND DIALOGUE FEEL SENSIBLE BUT TYPICAL	OBSERVABLE TRAITS WITH LIMITED MOTIVATIONS AND SUPERFICIAL ARCS THAT LEAVE ACTION AND DIALOGUE FEELING FORCED OR UNALIGNED	ONE DIMENSIONAL WITH GENERIC MOTIVATIONS AND LIMITED ARCS THAT MAKE CHARACTER FEEL DISCONNECTED FROM THE ACTION AND DIALOGUE