THE READER METER
SAMPLE REVIEW

MoS Media

TITLE & AUTHOR:

GENRE

SUBGENRE

SAMPLE LENGTH

SERIES LENGTH

SERIES FINISHED?

CREATIVITY & ORIGINALITY
★ ★ ★ ★ ★

WORLD BUILDING
★ ★ ★ ★ ★

LANGUAGE & STYLE
★ ★ ★ ★ ★

ENGAGING PROBLEM?
★ ★ ★ ★ ★

DISTINGUISHED MAIN?
★ ★ ★ ★ ★

MOMENT THAT HOOKED/LOST ME

RIGHT OUT THE GATE GENRE GEMS/FAILS

THOUGHTS

WILL I READ IT? YES NO

THE READER METER

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	FAMILIAR YET GENERIC TROPES THAT DON'T BRING ANY NEW ELEMENTS OR PERSPECTIVES TO THE GENRE	TROPES ARE FAMILIAR BUT INCORRECT OR DISRUPTIVE TO THE STORY PLOT OR GENRE	TROPES ARE UNFAMILIAR AND/OR INCORRECT; THEY DISRUPT THE GENRE OR PLOT EXPECTATIONS
WORLD BUILDING & SETTINGS	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 ORGANIZED AND DOESN'T KICK THE READER'S ATTENTION, BUT ALSO GENERIC AND INDISTINGUISHABLE.	WORLD IS DISORGANIZED OR CHAOTIC, AND DOESN'T DISTINGUISH ITSELF AT THE GENRE LEVEL	WORLD IS DISORGANIZED AND CHAOTIC ENOUGH TO PULL THE READER'S ATTENTION FROM THE STORY
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	THEY ARE INCOHERENT OR INCORRECT OR UNENGAGING. ATTEMPT MADE BUT NOT EXECUTED	LANGUAGE AND STYLE ARE INCOHERENT, INCORRECT AND UNENGAGING. A COMPLETE TURN-OFF
EFFECTIVE HOOK / ENGAGING PROBLEM?	PERFECTLY EXECUTED STORY HOOK THAT REELS IN THE READER. INTERESTING AND CLEARLY DEFINED STAKES/COST EARLY IN THE PLOT	ENGAGING STORY HOOK THAT PULLS THE READER IN AND DEFINES THE COSTS/CONCERNS DRIVING THE PLOT	STORY HOOKS THE READER IN AND HINTS AT THE COSTS/CONCERNS DRIVING THE PLOT	HOOK IS UNMEMORABLE AND/OR INEFFECTIVE AT MAKING THE READER CARE ABOUT THE COSTS DRIVING THE PLOT	STORY HOOK IS NOT CLEAR. READER HAS NO REASON TO CARE ABOUT THE COSTS DRIVING THE PLOT