OpenCritic

Contributor Program

Expectations

Introduction

As a contributor, your reviews won't be automatically gathered (sorry). We're expecting to have a roughly 3:1 ratio for contributors:official publications, but our cursory research also indicates that contributors publish 1/3rd as many reviews. These two data points combine to make scaling our automated system challenging.

To submit and manage your review metadata, you'll have access to The Portal, our homegrown CMS system. We want to outline a few key expectations for using the portal.

Contributor Expectations

Contributors are responsible for uploading their own review metadata

Contributors are still hosting the reviews themselves

Think very carefully about the "do you recommend this game?" question when submitting reviews

Contributors should change review metadata when re-reviewing or updating a review

Contributors are NOT included in the official OpenCritic Average

Contributors are responsible for uploading their own review metadata

We're expecting to have roughly 3-4x as many contributors as we do official publications. To be blunt, we simply cannot scale our automated system to support that many publications.

This means that, as a Contributor, you will be responsible for uploading your own reviews and review metadata.

Contributors are still hosting the reviews themselves

This may seem a little redundant, but we want to be crystal clear here. Contributors do **not** upload their complete review to OpenCritic. You will be responsible for hosting them on your own website or channel. Instead, you simply upload your own review metadata.

However, we do also want to point out that wherever you chose to host your reviews makes a difference. If you chose to host your reviews on a website that promotes spam or viruses, it may be grounds for removal.

Think very carefully about the "do you recommend this game?" question when submitting reviews

When submitting a review, you'll be asked this question. This is an important question and one we wanted to spell out fairly explicitly.

What we are asking is if you **unconditionally recommend the game to general gamers.**

This is an intentionally very high bar, and we mostly spell out this bullet point to emphasize that. It's also intentionally redundant. Common examples are "if you're a fan of the genre" or "if you enjoyed X, you owe it to yourself to play Y." Really think about the recommendation here.

Contributors should change review metadata when re-reviewing or updating a review

This is here because it's something that people seem to forget a lot, so we want to stress it early. Even official critics will occasionally ask.

If you re-review a game or update an existing review, we encourage you to update your score and quote on OpenCritic.

Contributors are NOT included in the official OpenCritic Average

We want the official OpenCritic average to be a reflection of publications that have earned gamer's trust at scale.

However, two key caveats: First, individual users can "favorite" your publication and add it to their own personal average score. This personal score is the most prominent thing displayed on their page. We hope that you'll consider asking users to favorite your publication - we may include a new qualification method in the future based on the "most favorited" publications and contributors.

Second, contributors are reported as a top-line metric under "% recommended." This is, in some respects, *more* empowering. As an example, if 50 contributors have reviewed a game, each contributor controls 2% of the top-line report. Contrast this with an average score, where a contributor changing their score from 10/10 to 2/10 will have no impact on the average.