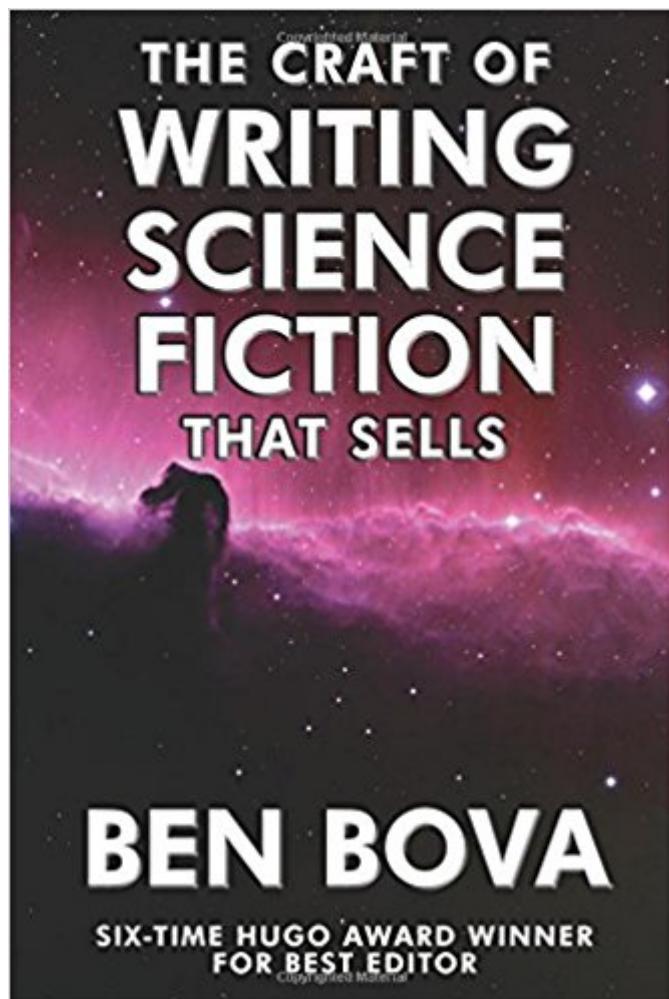


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# The Craft Of Writing Science Fiction That Sells



## Synopsis

Ben Bova, best-selling author and six-time Hugo Award winner for Best Editor explains step by step all the elements you need to write professionally selling science fiction. Bova was editor of both Analog and Omni magazine, two of the best-ever markets for short fiction, as well as a best-selling novelist and former President of SFWA — so nobody knows what sells better than Ben Bova. The book breaks down every aspect of writing and analyzes it in depth, including with complete example short stories that he examines for how they tick. The book targets science fiction in particular since it's one of the hardest genres to write, but his explanations are applicable to fiction of any genre. This is a must-read for anyone trying to break into the professional science fiction writing field.

CONTENTS: Chapter One - How to Get Out of the Slushpile Chapter Two - Science Fiction Chapter Three - Character in Science Fiction: Theory Chapter Four - Character in Science Fiction - Fifteen Miles - A Complete Short Story Chapter Five - Character in Science Fiction: Practice Chapter Six - Background in Science Fiction: Theory Chapter Seven - Background in Science Fiction - Sepulcher - A Complete Short Story Chapter Eight - Background in Science Fiction: Practice Chapter Nine - Conflict in Science Fiction: Theory Chapter Ten - Conflict in Science Fiction - Crisis of the Month - A Complete Short Story Chapter Eleven - Conflict in Science Fiction: Practice Chapter Twelve - Plot in Science Fiction: Theory Chapter Thirteen - Plot in Science Fiction - The Shining Ones - A Complete Short Story Chapter Fourteen - Plot in Science Fiction: Practice Chapter Fifteen - Think Before You Write: Preparing for the Novel Chapter Sixteen - The Long Siege: Writing the Novel Chapter Seventeen - Into the Cold, Cruel World: Marketing Your Fiction Chapter Eighteen - The Thematic Novel Chapter Nineteen - Ideas, Style and Inspiration Bibliography

ABOUT THE AUTHOR

Ben Bova, author of more than eighty futuristic novels and nonfiction books, has been involved in science and high technology since the beginning of the space program. Formerly president of Science-fiction and Fantasy Writers of America and President Emeritus of the National Space Society, Bova is a frequent commentator on radio and television, and a popular lecturer. He has also been an editor and an executive in the aerospace industry. His novels, such as Mars, The Exiles Trilogy, and The Grand Tour series, combine romance, adventure, and scientific accuracy to explore the impact of technological developments on individuals and on society as a whole. His nonfiction books, such as Welcome to Moonbase and Assured Survival, show how modern technology can be used to solve economic, social and political problems. Bova has taught science fiction writing at Harvard University and at the Hayden Planetarium in New York City. He lectures regularly on topics dealing with the space program, energy, the craft of writing, and the art of predicting the future. His audiences have included the National Geographic Society, government

and corporate executive groups, writers' workshops and university students. He has worked with film makers and television producers, such as Woody Allen, George Lucas and Gene Roddenberry. Bova has appeared on hundreds of radio and television broadcasts. He was a regular guest on CBS Morning News, and has appeared frequently on Good Morning America and the Today show. He was editorial director of Omni magazine and editor of Analog magazine. He received the Science Fiction Achievement Award (the "Hugo") for Best Professional Editor six times. Don't keep making the same mistakes — take your writing to the next level by reading **THE CRAFT OF WRITING SCIENCE FICTION THAT SELLS** today!

## **Book Information**

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## **Customer Reviews**

Ben Nova, best-selling novelist and former editor of Analog and Omni magazines, guides you through the major elements of science-fiction storytelling: character, background, conflict, and plot. Bova has received the Hugo Award for Best Professional Editor six times. --This text refers to an out of print or unavailable edition of this title.

Ben Bova should know SF. He ran two of the most respected magazines in SF in his day and has the Hugos to prove it. In addition, he's written a number of SF novels admired for his attention to scientific realism and detail. The target audience for this book is writers of science fiction in the specific sense of the term. If you're looking for literary SF, this may not be the book for you, but if you like traditional SF, look no further. While I also heartily recommend Orson Scott Card's *How to*

Write Science Fiction & Fantasy, it's not on Kindle (I hope this changes), and it has a different focus than Bova's. In fact, Bova was Orson Scott Card's editor of a number of his early short stories, such as his classic "Ender's Game." Moreover, Bova's advice really resonates with what Card manages to do in his own fiction--aspects that Card mentions but not quite as directly. Other writing anthologies have made use of the idea that the writer put his money where his mouth is: That is, he reprints his own fiction to put on the chopping block, to examine how the stories work. They may not be literary classics, but they are quite effective at doing exactly what recommends. This one's worth more than one read. Cheers to Mr. Bova.

Ben Bova is the author of more than eighty futuristic novels and non-fiction books. He has been an editor and executive in the aerospace industry. Taught science fiction writing at Harvard University and has expertise in high technology and numerous areas. This book is a practical guide in construction techniques for writing fiction. The special requirements in the science fiction field are demanding. It is vital, exciting, and offers a close and immediate interaction between readers and writers. This book divides character, background, conflict and plot into three parts. With examples this shows how theoretical ideas were handled in an actual story. Then chapters on background, conflict and plot: theory first, then a short story, followed by a chapter on practice using the story as illustration. Then the different demands writing makes on the novelists, and how challenges are met. Next is preparation and the writing task. Marketing novels and short fiction, followed by ideas, style and other successful storytelling techniques. This book is a path of putting information into neural wiring that is basically unchanged. Homer, Goethe and Shakespeare used these techniques. I see this book as the fabric of successful writing, never simple or mechanic. This book offers valuable instruction, and would be perfect as a reference in a personal library. I own a copy of this book.

I was feeling stuck, not sure how to move forward on my story and looking for some inspiration when I found this. If you've read other 'How-To' books on writing, most of the ideas will be familiar. While I was reading it felt like there was as much 'What not to do' as there was 'To do' advice. But at the end of it I came back to my story with new momentum, and feel like it really helped me get unstuck. Your results may vary of course. His advice is for those looking to write short stories and novels, but I feel much of it applies to those writing for games, tv, or movies. I found his advice to be very intuitive and easy to digest. Also there are a few nuggets of wisdom you won't find in other books. Well worth it!

Ben Bova is a well-known, award-winning science fiction writer so when he publishes a book on writing, it's definitely worth taking the time to read. This is one of the better writing books out. He starts from the assumption you already know active voice is better than passive voice and descriptive verbs are better than adjectives. He offers advice on visualizing conflict, strengthening secondary characters, researching solid scientific theory, and building suspenseful plots. If you are a struggling writer looking to build a better science fiction book, then this is your starting point.

Finally elected to go with five, not because it's a "perfect book", but because I think it should be a staple on the bookshelf of any science fiction writer, right alongside Card's book, and probably Damon Knight's one on short stories if you do shorter works. I own the book in hardcover, and was tickled to see it coming back into print again. I specifically sought out the hardcover some years ago, because it was hard to find but I recalled it from my early writing days as a good book. I wasn't disappointed - the book was as good as I had remembered. I think you'll appreciate the solid advice, too. Understand, this IS one of those books which uses short stories to illustrate a point - Bova includes some shorts to show what he's talking about. If that's not your cup of tea, than you might be better with some other book. Many writers find that being able to see examples of what's being discussed helps a great deal. Up to you.

Very interesting and full of very helpful information. In fact it is so good that I am rereading it already as I also try to write some of my own Science fiction stories.. It expounds on the different types of science fiction that exist and emphasizes the vastness of this genre in comparison to others. Very detailed too and in a way is helpful to all writers as there are some common elements in all fiction writing. Anyway, this book is a great reference resource for science fiction writers.

Loved the book! It took a bit long to arrive but it was worth the time limit.

A writers' book with so much information and lessons to be learned, you'll find yourself returning again and again. One of the top books for writers I've read.

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