
A list of the top 10 highest-grossing games in history The introduction to this post would be fairly straightforward, describing what reflexive games are and the benefits they offer. Then it might go on to list reflexive games that have been historically successful and finally a brief introduction about how your particular game is a new release. ##How do you write an introduction to a blog post? ## An introduction is usually three sentences long and it can't take more than 150 words. It should catch the reader's attention with a statement that quickly captures - but doesn't reveal - the essence of what you want to talk about. What's most important is that it must create a desire to read more. Here is an example:

"If you're looking for a way to increase sales and engagement, then you've found it. This blog post will help you by teaching you the ins and outs of reflexive gaming."

This is too long though. A good introduction must be between 120 and 80 words long. It can't take up more than a quarter of the text.

A good formula would be to keep sentences short and use lists, which also makes it easier to maintain a coherent flow while writing. ##

There is no science to the formula of how you write the introduction, so here is what I do. I keep it short and to the point, with a list of benefits of reflexive gaming. ##

I then use some words that are distinctively yours to get people talking about your game. It may be something like: "If you're looking for a way to increase sales and engagement, then you've found it."

Finally I close with an invitation to discuss your game in more detail on your blog or Facebook page.

I hope this will give you some ideas. ##The introduction is over. Now comes the body of the post. ## The body is where you describe your game in more detail, using effective words, images and video.

I keep it short and to the point, with a list of benefits of reflexive gaming. ##

If the content was good enough for this blog post, then it should be enough for others too. It would be nice to have an Amazon link so people can go to Amazon and buy your game. (They may also write some reviews about it there.) ##

This is feedback on your work that can improve your game. I keep my feedback to only a few lines about the number of pages, headline and tagline.

##

Finally, I leave my link: click here: <http://www.facebook.com/pages/Reflexive-games/120928346775473>

This is feedback on your work that can improve your game.

This is feedback on your work that can improve your game. I keep my feedback to only a few lines about the number of pages, headline and tagline.

I use the image above as a header for this blog post. It's an art installation by Japanese artist Masayuki Sato.

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