



RENARD PRESS

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RENARD PRESS ACQUIRES PLAYING WITH REALITY: GAMING IN A PANDEMIC BY BBC PRESENTER AND JOURNALIST ALEX HUMPHREYS

- A fascinating look at the boom in gaming during the Covid-19 pandemic.
- Follows several investigative documentaries presented by the author, including *What's in a Game?* for BBC Radio 4 and *In the Studio: World of Warcraft* for the BBC World Service.
- Written by a well-known journalist and presenter, best known for presenting CBBC's *Newsround* and reporting for various TV and radio programmes on the BBC and S4C.
- Includes interviews with market-leading companies, including Ubisoft, EA Games, Riot Games, Double Fine and Zynga, as well as the NHS's Gaming Disorder Clinic.
- Statistically sound – uses figures from the Association for UK Interactive Entertainment and other reputable sources.

Renard Press is thrilled to announce that it has acquired world rights to *Playing with Reality: Gaming in a Pandemic*, an investigation into the boom in video games over the pandemic years. Building on her previous exploration of the subject, which aired as documentaries on Radio 4, the World Service and BBC Radio Cymru, BBC presenter and journalist Alex Humphreys speaks to the who's who of the gaming industry to find out exactly why gaming could be a lifeline for so many.

Synopsis:

What was it that got you through the Covid-19 pandemic? For some it was long walks; others turned to home baking. For millions it was video games, a booming industry which exploded in popularity over the pandemic years. Confined to our homes and with the lines of reality becoming blurred as everyday life shifted to screens, perhaps it was no wonder that so many of us were desperate to be transported to different worlds.



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In *Playing with Reality: Gaming in a Pandemic*, BBC journalist and presenter Alex Humphreys, a passionate gamer herself, investigates this extraordinary boom in the gaming industry. Charting its rise through headlines, interviewing developers and players, Alex also delves into the science behind why gaming could fill the void made by lockdown. *Playing with Reality* explores exactly what it was that made gaming a lifeline for so many, and whether the pandemic has sparked a new Golden Age of Gaming.

Born in Chester, Alex Humphreys grew up in Flintshire in Wales. After studying music at Cardiff University, she joined the office of the BBC National Orchestra of Wales, before moving into broadcasting, where she has worked in various roles, including presenting CBBC's *Newsround*, S4C's weather and various news programmes. She has previously worked as a researcher for *Blue Peter* and the BBC Proms, and has reported for the BBC's technology programme, *Click*, *BBC Breakfast*, *Wales Live* and *Wales Today*. Passionate about video games, Alex has presented several documentaries about gaming, including *What's in a Game?* for BBC Radio 4, *In the Studio: World of Warcraft* for the BBC World Service and *Ydi Cymru'n Gêm?* for BBC Radio Cymru.

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