

CHERNARUS FREE PRESS

Interview Guidelines

The CFP thanks you for your interest in being interviewed by Chern Journal and the Chernarus Free Press. This document has been designed to help you understand the basics of being interviewed and what it takes to have a great interview. Remember three in four interviews doesn't see the light of day, so read this document carefully and really think about if you're ready to be interviewed. Let's be very clear that just because you get interviewed it doesn't mean that interview will automatically be uploaded to the YouTube channel. The final decision on content always rests with Chern Journal and the CFP.

What Does It Take to Be Interviewed by the Chernarus Free Press?

You must have played DayZ and have a good story to tell. That's it. We don't care if you've been playing for 3 months or 3 minutes. We don't care about any fame you have. We don't care if you have an accent. We just want to record and share good stories, and everyone who plays DayZ has a story to tell.

How does the interview process work?

First off you must decide to be interviewed and since you're reading this document you're almost there. Chern Journal interviews everyone who asks him, within time constraints, so it might take weeks to get a slot but you will get one. The thing is you will only ever get one chance. No one gets a second interview. So make sure your story is worthy and you're able to be interviewed.

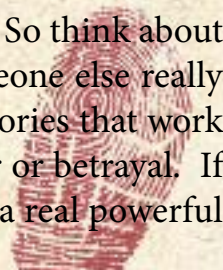
First a time and server are agreed upon by both parties. Once that's locked in a location within Chernarus is chosen. The CFP looks for places that are visually interesting but also safe. Sometimes visuals are forgone for safety and sometimes safety for visuals but the locations must be agreed upon by both parties. Once that's done all communication is ceased until the meeting time. Chern Journal will make his own way to the location and will be there at the agreed upon time. If you're not there or something has gone wrong one attempt to communicate outside the game world will be made. After that you're on your own. The interview is conducted as authentically as possible. Imagine you are leaving notes on a board in Chern to pass along the information, that how we see the communication outside of the game world.

What should I bring?

Whatever you want. The CFP will try to keep you safe but can't make any guarantees. This is DayZ after all, and things can go pear shaped very fast. If you want backup or support then feel free to bring them along, but make sure you know and trust them, because they have the power to ruin your interview. The CFP will never fire upon an interviewee and Chern Journal never kills another player. So you don't need protection from us. Don't bring anything you aren't prepared to lose.

What makes a good interview?

In case you haven't worked it out yet Chern Journal is a writer and to him story is king. So think about your story, take a long hard look at it. Sure it might be exciting to you but would someone else really be interested in it. Take a look at the **other videos** on the channel to see what works. Stories that work have an emotional core to them, that's why many of them revolve around a first murder or betrayal. If you're not sure what story you should tell then think about the moment where you had a real powerful emotional connection to DayZ and tell that story.



Tips for a good Interview.

Write out notes to your story and keep them in front of you for the interview. This will help you to plan out the story and also stops you from losing your train of thought during your interview. If this sounds like too much work then forget about the interview because if you can't be bothered spending 10 minutes getting your thoughts down on paper why should the CFP spend 8 hours editing and reenacting it. Unless you're a natural storyteller and you've told this story lots of times before you'll do your story a disservice by not planning it out first. The best story in the world can be ruined by poor execution and poor preparation. You will waste your only chance by not preparing before hand.

Details are important as they help with the reenactments. So make sure you include the details that matter, guns people were carrying, the gun you were carrying. We don't need to know everyone's load out but only the important stuff, i.e if you killed someone for their NVGs then we don't need to know every other bit of kit they have on them.

The interview will be conducted on direct chat with microphones. That means there will be long pauses when you finish answering a question. If we talk over each other I'll stop. You should just restart the sentence and the magic of editing will sort out the overlap. No one will be trying to interrupt you so please avoid the umms and errs, they make editing very hard.

If you make a mistake or forgot a detail just say so and we can restart the question or go back to a previous question. It's not a problem. Again editing will cover it up.

Make sure your VON is set to 0. This will stop any sidechat from interrupting your train of thought. I will have my VON on zero so if there's any voice in sidechat it won't ruin your interview recording.

Have fun and try to be natural. Imagine telling the story to a good friend, remember it's just you and the screen and the microphone. Don't feel the need to seem cool, l33t or superbad or just make shit up, authenticity is what people respond to. If your story is good and your reaction is legit no one will really care if your a bandit, hero, noob, asshole, betrayer, murderer. We here at the CFP don't judge, we're just here to record the stories and share them with the world.

**The CFP thanks you for your
interest in being interviewed and
looks forward to sharing your story.**

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