

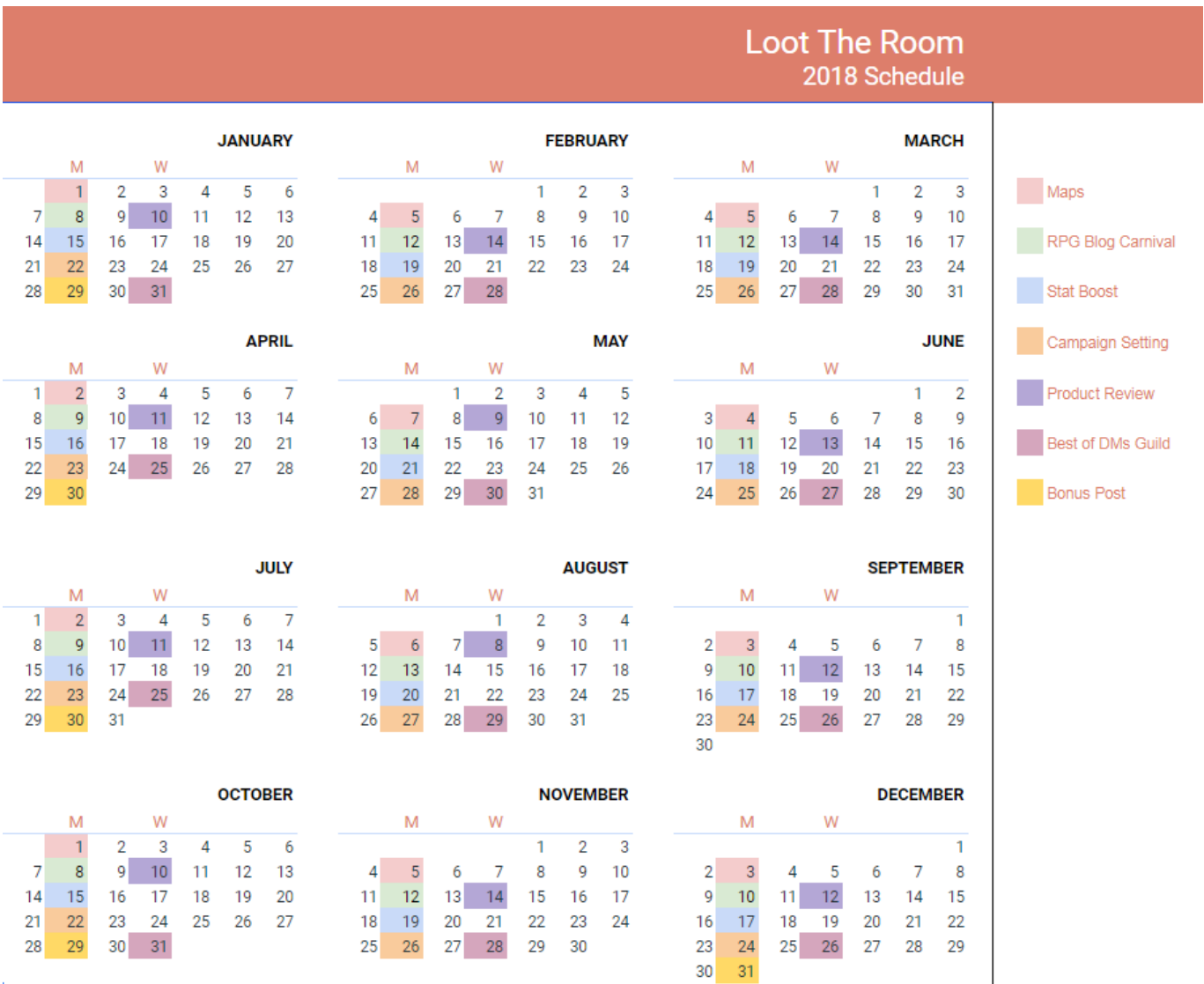
Loot The Room in 2018

by loottheroom - Monday, December 18, 2017

<http://loottheroom.uk/loot-the-room-in-2018/>

It's been a quiet couple of months, hasn't it? I've been doing a lot of work behind the scenes getting things ready to relaunch, and I'm finally ready to talk about what the next year of Loot The Room is going to look like. First, though, I want to take a moment to thank you all for your patience and understanding as I've taken this time off. I've said it a few times, but this break was very much needed, and I appreciate you all sticking with me.

It should come as no surprise that the three-posts-a-week schedule is gone. I aim to one day return to that kind of frequency, but I'm starting slow this time. The new schedule has been stripped back to a base level that I know I can commit to - something I can start from and grow with. It also means that I can spend longer on posts, which will hopefully mean the quality of the content on this site is going to rise.



[click to embiggen]

That's what the schedule looks like. Let's break it down a bit, because it doesn't really lend itself to fancy graphics.

Loot The Room is moving to mostly weekly posts. There will be new content each Monday, along with the Best of DMs Guild roundups in their usual slot on the final Wednesday of the month. This is how the schedule breaks down:

- The first Monday of the month is for maps. In the old Monday Maps these posts were just a map and a bit of flavour. I'm hoping to do a little bit more with these monthly map posts. You'll see what I mean once they start appearing.
- The second Monday of the month is for the [RPG Blog Carnival](#). I like writing longer articles. This is my excuse to do that.
- The third Monday of the month is for Stat Boost. In the past these posts have tended towards random tables. Those aren't going anywhere, but with longer between posts I'm hoping to start doing more of a variety of things - actual game content with stats and mechanics and things.

Monsters, spells, magic items, character backgrounds. All that good stuff.

- The fourth Monday of the month is for the Campaign Setting posts. That project is still underway; I always knew weekly posts would be a bad idea for it, and I've been proved right. With longer between posts I'll hopefully have more to share on this process in each post.
- The second Wednesday of the month is for a new feature - a monthly long-form review of one product that I particularly like. I'll go into that in a bit more detail below.
- The final Wednesday of the month is Best Of DMs Guild day, as it always has been.
- If there's a fifth Monday in the month, you'll get bonus content. It might be maps, or a Stat Boost post, or something else.

So, about that new feature. I've got a post coming at the end of January looking at my monthly DMs Guild roundups, and analysing whether reviews actually help in driving sales for creators. In putting it together I've been looking very closely at those Best Of posts, and I realised that my reviews have got much shorter and less in-depth as the format of the posts has changed.

One of the reasons for that is due to the plugin I now use to present the roundups, which allows for less text than a simple webpage. I've also had less time to work on the posts, which has resulted in a dip in the overall word count of nearly every kind of post on the site. This new schedule is designed to give me more time, and I've decided I'm going to put some of it towards doing decent reviews again.

The format of the Best Of posts isn't going to change, because writing in-depth reviews of 5-10 products every month is still something I don't have the time to do. Instead, alongside those posts I'll also be posting one full review each month. This will be much longer and more in depth, as well as being intended to provide actual criticism rather than simply drawing attention to products I like and think you should buy. Where the Best Of posts aim to shed light on products you might not know about, I'll mostly use the monthly reviews to look at fairly notable releases (although there *will* be some months, undoubtedly, where I'll just want to talk about something I'm excited about or that I really like in more detail. The first one of these reviews in January is going to be one of those, in fact). I don't know yet whether I'm going to have any kind of scoring system or not, but we'll see what happens.

So, that's what the future of Loot The Room is going to look like. I'm pretty excited about it, and I hope you'll enjoy what's coming.

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