



ONLINE MONEY MAKING METHODS

Introduction

Online Money Making Methods

The Online Money Making Methods series is a new range of e-books that instruct you on how to find rewarding and profitable work on the Internet. In each volume, you'll get an overview of the state of an online market that you can work in, with vivid real-life scenarios that will inspire you to think about making inroads to various markets that may never have occurred to you.

You will realize just how many opportunities there are to earn money from a particular online market, whether it is vocal work, online gaming, stock photography, or freelancing. Plus, there are two secret methods, which are available, in which you will learn how to be a social media coordinator, and how to become a middleman that coordinates freelancers.

Unlike other series that are advertisements for particular services, this series provides honest assessments of various opportunities, and goes in depth into each area, discussing both benefits and drawbacks to different approaches. You will learn how new online work opportunities are different from the traditional job market, and how to make the most of those differences.

The one thing that is consistent throughout the series is this: no special qualifications or investments are necessary to work in the markets discussed. The advice can be used by anyone as soon as you read the first page.

And the best thing is that each job is quick and easy to do and your earnings will quickly compound as you move on to bigger and better things. All you need is a little spare time.

You will find out how to get started and the best sites to join in order to sell your work. Today's best applications and websites are discussed in each book, but thorough lists of free software and free web services are also included so you do not have to spend money before you earn it. You'll find out about both the bare minimum choices, and the top of the line tools that you can invest your earnings in.

These are the six guides available to you:

- Method 1: How To Earn Money From Home As A Voice-Over Artist
- Method 2: Making Money Selling Stock Photos
- Method 3: Making Money With Online Gaming
- Method 4: Making Money By Freelancing Online
- Method 5: Making Money By Being The Middleman
- Method 6: Making Money by Social Media Management

Method 1: How To Earn Money From Home As A Voice-Over Artist

In this book, you'll learn about the online voice over market. Think about just how prevalent voice work is in the contemporary media, and the extremely high demand for voice overs in the media industry: from television commercials to pop-up ads on the Internet, from video games to animated films, from podcasts to training films, and from automated phone menus to the GPS navigator in your car--there is certainly a niche that you can sell your vocal work in.

So in this volume, you will learn what a potential voice over artist should have, both in terms of skills and equipment. You'll also get the names of websites and other online resources. These sites provide an excellent value for your time, by giving you an easy "in", by giving you a foot in the door, and by helping you break into the voice over industry without the need for personal connections. You will soon be able to find work on plenty of smaller projects instead of a few big blockbusters. That is why online voice over work is about creating multiple streams of income and attracting as many opportunities as you can.

In advertising and online content, content quite often goes viral suddenly and unexpectedly, and you may find out that you have voiced a short but successful clip of audio. And you just happened to be in that viral clip because you made so many of them.

If you take your time, and routinely practice the tips in this volume, you'll find voiceover work rewarding. You will start small, think big, and pursue your dreams. You'll invest your time and a little money until you hit a big break.

The key is patience: if you follow a few steps closely, and if you spend your time building your voice over skills, and once you know where people of your experience level can market themselves to potential clients, it is certain that you will benefit highly from doing voice overs, because the barrier to entry is so low.

Here are just a few of the topics that this volume covers:

- The Voice Over Market
- Marketing Yourself
- Practice Techniques
- Time Management
- Recording Equipment
- Audio Software
- Additional Guides
- Online Resources
- Sites to Work On

Method 2: Making Money Selling Stock Photos

This guide explains how you can make money online by selling stock photos. Take a look through whatever images are in your vicinity, whether it's a magazine or a newspaper, a billboard outside your office, a book jacket, or a blog that is open in your web browser. It almost certainly features photography.

But where did the photography come from? It may have been professionally photographed. That is a high-paying and worthwhile type of work, but it is exclusive, time consuming, and difficult to break into. And your work schedule would likely be quite unbalanced: you would be in demand during holidays and local events, and you might have little work in the meantime.

That's why in this guide, you'll learn to start small by using the tools you have on hand. All you need is the camera on your phone. You can start to take photographs during your spare time, and when you earn enough money, you can start investing in photography equipment and being critical about the images you are selling.

Experimenting with photography will cost you nothing. It costs nothing to sign up and upload your work to a stock photo site, and it is free to install decent image editing software of your choice. You'll learn to choose subjects for your photographs with an audience in mind.

This is the world of online stock photography, a viable alternative to professional photography. Each individual stock photo earns less money, but you are in control of the topics you photograph and when you photograph them. You can take enticing and interesting photographs without expensive equipment.

By simply thinking about how an image can be made versatile and applicable in different situations, you can attract countless diverse buyers willing to buy a single affordable photograph several times over. Essentially, you will learn to emulate the photographs you see published, while introducing variations that make your work unique, noticeable, yet widely useful.

- The Stock Photo Market
- Microstock Photography
- Hosting Sites
- Earning Royalties
- Revenue Types
- Acceptance and Rejection
- Licensing Your Photos
- Merchandising Your Photos
- Composing Images
- Image Formats
- Graphics Software
- Curating Your Gallery
- Technical Terms

Method 3: Making Money With Online Gaming

This volume teaches you how to make money by playing games. It is a common refrain that gaming is a rapidly growing market. If you play games, you are one of two billion active gamers, who, combined, spend one billion dollars annually during online play. Even if you play console games offline, you are likely one of the 90% of console gamers who also play games on a desktop computer and browse the web for game-related web content.

Yet this is a one-way market. Gaming companies lead you to believe that you're paying for a privilege. You spend money that earns you back little but high scores, in-game inventories, and currency that has no real-world value. Yet you, the player, for the most part will never see a penny of the money that was spent marketing your favorite game to you. Game companies invest plenty of money in advertising, data collection, and demographic targeting, all to market the game to you.

The truth is that most video game companies have not really tried reimbursing players with money. But despite that untapped potential, there are several select websites that you can take advantage of, and earn back some of the money that the market spends.

The games that you are playing--or similar games--can make you money online. Whether they are popular blockbusters or free web games, you can earn quickly. So in this guide you will learn--no matter what platform you play on, and no matter how casual or serious a gamer you are--how to make money in just minutes. You can earn cash online by playing on websites that offer microtasks in between games, by competing in tournaments, by testing games, or by selling things like in-game resources, server space, or additional game content. You can also record your gameplay and broadcast it for ad revenue or for donations.

It's low risk: simply avoid offers that ask you to pay a sign up fee and comply with a site's terms and conditions, and you will find lots of reputable gaming sites that pay out money reliably and quickly. With this guide, the typical player can financially benefit from online games without belonging to the inner circles of the gaming market.

Take a look at some of the topics the guide covers:

- Paid-to-Play Sites
- Tournaments
- Sweepstakes
- Resource Farming
- Selling Customizations
- Selling Server Access
- Selling Accounts
- Testing Games
- Live Streams and Let's Plays
- Ad Revenue
- Getting Donations
- Hardware Necessities

Method 4: Making Money By Freelancing Online

This guide introduces you to freelancing. With the modern job market growing increasingly impersonal and difficult to break into, online freelancing has had a surge of popularity in recent years. Nobody wants to be beholden to a business that may coldly and bureaucratically determine the terms of their employment, and the average worker may not have any personal professional connections that can lead them to their dream job.

Freelancing is one way of overcoming those obstacles. Most of us have, at one time or another, thought about how pleasant it would be to work for someone who will hire us for a task that is actually needed, and that you want to do, and most importantly, let us work on our own terms. You probably remember your childhood lemonade stand or bake sale more fondly than your first after-school job, because you had total control over it. So that is what freelancing is all about: doing what you want to do, for a client who knows exactly what they want--no more, and no less.

In this guide, you will find out about the niche markets that you can freelance in, and the various sites you can be hired on. Depending on your preference, you can seek jobs based on your skills, let employers hand-pick you based on your past work, compete to have your work selected, or beat the competition by freelancing locally. You'll learn how to make it easy for potential clients to discover and hire you, and how to make it easy to receive payments online.

Have a look at this sample of the topics that the guide covers:

- The Freelancing Market
- Building A Reputation
- Negotiating Rates
- Payment Models
- One-on-One Interviews
- How to Get Hand-Picked
- Competitions
- Writing
- Coding, Programming, and Development
- Creative Design
- Data and Analytics
- Useful Software
- Backup and Version Control
- Microwork Sites
- Freelancing Offline

Method 5: Making Money By Being the Middleman

This volume teaches you to subcontract and offload work that you find while you freelance. Being the middleman is a great option once you start getting more freelance work than you can handle--it means that you will no longer have to refuse jobs. You can delegate work that you personally do not have the time or tools to do yourself.

You can make money by finding freelance jobs and subcontracting or offloading them to other freelancers. Most freelancing sites take a portion of your earnings by being the middleman, and you can do the same, setting your cut as low or high as you see fit. You just have to look for people in smaller freelancing markets outside of the major sites. All that you have to do is give your sub-freelancers a cut of what the job pays, and know where to find freelancers who will work cheaply.

You don't have to offer high wages to your sub-freelancers as long as you do not ask too much of them, and they will be cooperative and grateful for the convenience of the jobs that you have spent a little time finding for them.

Here are just a few of the topics you'll read about:

- Assigning Jobs
- Dividing Jobs
- Social Networks
- Classified Ads
- Negotiating Rates
- Settling Conflicts
- File Management
- Online Payment

Method 6: Making Money by Social Media Management

This guide shows you how to manage a client's presence on social media. Social media is not just hugely popular--its monetary potential also varies widely depending on who uses it. Companies will pay enormous salaries for professional social media consultants and lawyers, who ensure that their web presence brings in publicity benefits and doesn't damage their reputation. Individuals use social networks to share information across a group of friends, and don't really care about the numbers game.

In between those extremes, there are people who are trying to promote themselves, and will pay a little for any help they can get. These are your potential clients. This guide won't put you in a position to represent corporate giants like Microsoft, Google, or Amazon. But you will be able to coordinate social media on behalf of the many independent artists and developers who need a little boost on the web.

You don't have to be an expert consultant. You just have to know how to run a social media account, put a little effort into building your client's online persona, and automate a few things.

It's not that difficult to manage a social media account on behalf of a client. It simply involves finding clients, then creating content and exposing it to other people online. You will learn to take advantage of services like bots and outsourced content. You'll find out how to popularize someone's site with a few best practices.

Topics that you'll learn about include:

- Building Your Own Social Media Presence
- Creating Content on Social Media
- Finding Clients
- Hidden Contact Information
- Bots and Automated Content
- Cold Calling
- Analytics
- Advertising and Affiliating
- Search Ranking