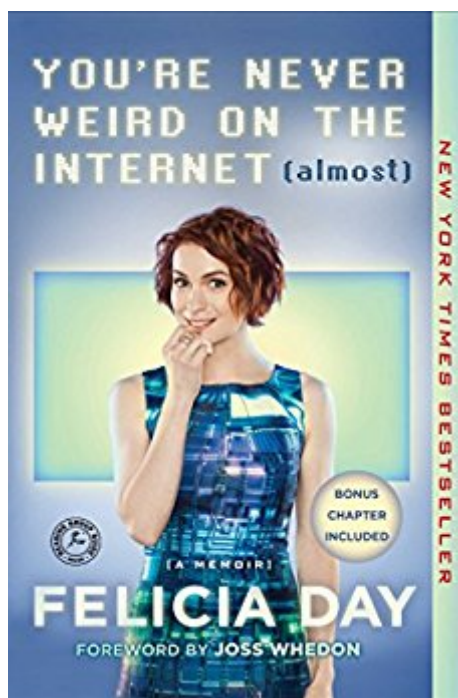


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# You're Never Weird On The Internet (Almost): A Memoir



## Synopsis

The instant New York Times bestseller from “queen of the geeks” Felicia Day, *You Are Never Weird on the Internet (Almost)* is a “relentlessly funny and surprisingly inspirational” (Forbes.com) memoir about her unusual upbringing, her rise to internet stardom, and embracing her weirdness to find her place in the world. When Felicia Day was a girl, all she wanted was to connect with other kids (desperately). Growing up in the Deep South, where she was “home-schooled for hippie reasons,” she looked online to find her tribe. The Internet was in its infancy and she became an early adopter at every stage of its growth—finding joy and unlikely friendships in the emerging digital world. Her relative isolation meant that she could pursue passions like gaming, calculus, and 1930s detective novels without shame. Because she had no idea how “uncool” she really was. But if it hadn’t been for her strange background—the awkwardness continued when she started college at sixteen, with Mom driving her to campus every day—she might never have had the naive confidence to forge her own path. Like when she graduated as valedictorian with a math degree and then headed to Hollywood to pursue a career in acting despite having zero contacts. Or when she tired of being typecast as the crazy cat-lady secretary and decided to create her own web series before people in show business understood that online video could be more than just cats chasing laser pointers. Felicia’s rags-to-riches rise to Internet fame launched her career as one of the most influential creators in new media. Ever candid, she opens up about the rough patches along the way, recounting battles with writer’s block, a full-blown gaming addiction, severe anxiety, and depression—and how she reinvented herself when overachieving became overwhelming. Showcasing Felicia’s “engaging and often hilarious voice” (USA TODAY), *You Are Never Weird on the Internet (Almost)* is proof that everyone should celebrate what makes them different and be brave enough to share it with the world, because anything is possible now—even for a digital misfit.

## Book Information

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## Customer Reviews

The book is good, but not great. The beginning is a great walkthrough of her upbringing filled with hilarious stories and deep insight into her mind. Outstanding. She had a upbringing that is going to be vastly different from 99.9% of the readers, and that is why I like to read biographies like this one as I get to learn all of the different stuff that made someone who they are. If we all had the same life experiences then the world would be dull, and Felicia's life is far from dull. The middle talks about her developing acting career ultimately leading to *The Guild*. This is more hilarity combined with deep wit. I think we have all experienced many of the emotions Felicia describes, but she does so in such a charming way that it makes you feel like you move right along through life with her. The ending however sees the wheels fall off. Until the ending any moment in time may have been but a few paragraphs to paint a great overall picture. But near the end she become focused on the #GamerGrl issues. While I do agree with her stance and I wholly support her involvement, the book kinda takes a turn to being defensive and overly explaining what she did and why she did it. It is an interesting thing and book-worthy, just not so many pages for something that I hope isn't even remembered in 10 years whereas I equally hope her great achievements will live on much further. I gave the book to my wife, who isn't a gamer as I feel that you don't have to be to get what Felicia is talking about here. I told her to skip the Joss part at the front and when she sees \$GamerGirl in the last part to just skip to the last few pages for a nice send off.

I'm not typically a non-fiction fan, but I've always been interested in reading Felicia's book. It's Felicia Day. Of course I was interested. After waiting so long to finally read this book, I'm kicking

myself for not reading it sooner. I've never laughed so hard, or related so closely to an author than I have while reading "You're Never Weird on the Internet (almost)." As a beginning writer, I was inspired by reading Felicia's struggles with anxiety, self-doubt, and gaming-addiction. As a fan of her work, it blows me away to know that it didn't come easy. She certainly makes it look effortless with the end results. Filled with boundless humor, personal insights, and even childhood photos (with commentary), "You're Never Weird..." is an inspirational and entertaining peek into the life one of geekdom's greatest treasures.

When Patrick Rothfuss gives an author a five-star review, you know it's going to be good. And when the book opens with a Foreword from Joss Whedon, well, you just keep reading. Because that's what 'geeks' do. I'm sorry to say that I didn't know anything about Felicia Day until my friend Jason suggested I read this book. (No doubt because he is a huge Patrick Rothfuss fan and obviously he's a Felicia Day fan too.) This was a really fun memoir about a quirky woman who has never been afraid to be herself. Self-professed Geek, Queen of the Internet, Queen of the Geeks, Gamer, whatever you want to call her, I say good on you, Ms. Day, for knowing yourself and for being brave enough to put out an honest, funny, incredibly relatable and slightly heartbreaking memoir. Felicia's writing is clear, precise, and utterly charming. It's like she's right in the room talking to you, and that is what I liked about it. What I REALLY liked about it is her ability to get down to business and talk honestly about the parts of life that went downhill. Like how you can get so sucked into a project or into a game that it ends up messing up your life for certain periods of time. If you liked Jenny Lawson's *Let's Pretend This Never Happened* or *Furiously Happy*, I'm certain you'll like Felicia Day's *You're Never Weird on the Internet*. (Jenny Lawson endorsed this book, by the way. So did George R.R. Martin and a few other fantastic authors, so it has already received its seal of approval.) Ms. Day writes about her childhood and being homeschooled. She writes about her gaming addiction, being a female gamer in a mostly male-dominated world, her arrival in Hollywood, the roles she played on TV and how it affected her personal life, and how she created *The Guild* and all of her other creative endeavors. (She has done A LOT.) Best of all, she writes honestly and with utter vulnerability about her lifelong struggle with anxiety, depression and her struggles with mental illness. She writes openly about how much pressure she puts on herself and how hard she is on herself all the time. Thank goodness it's not just me! I'm not alone. So, now that you know all this, you're probably wondering if you should read this book. Yup. You should.

I've been familiar with Felicia Day for several years, being a *Buffy* and a *Eureka* fan. But it wasn't

until I watched The Guild a few months ago that I really started thinking about what she has done. Looking at her accomplishment, and at the amount of work she puts in, I became quite impressed with her as a person. I got the book expecting to learn a little more about Ms. Day a person, and more about the background of The Guild and Geek & Sundry. I did learn those things, but there is much more in this book. There are funny stories, starting with the introduction, and there are stories that make you want to cry because of the pain that shows through. Ms. Day is not perfect, as she makes clear throughout the book. But something else is clear, she is an exceptional person, who is inspirational in all the right ways.

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