**Metacritic:**

* Two scores: Metacritic score (based on weighted calculation of scores from different publications) and User score (based on user reviews)
* Weighting for different publications is kept in secret
* User reviews are not used in calculation of Metacritic score
* Low score for Metacritic score, doesn’t mean that game is that bad in terms of experience (but it definitely might); it means that most of publication/critic reviews were generally negative.
* Some of reviews might not provide a discrete value for their score, so it’s up to Metacritic staff to assign a numeric value to such reviews. Usually they work in increments of 10 (0-100), but sometimes might fall somewhere in between (for instance: 75).
* “We cover virtually every new game released in the United States and other English-speaking territories, as long as it is reviewed by multiple publications. This is more true for the console games than for PC and iPhone/Ipod/IPad games, where the large volume of PC and Apple games released in a given year means that there will always be some that escape publicity (and inclusion on our site).”
* Metacritic only accepts a first review from a publication. If score in a certain publication changed afterwards, Metacritic won’t accept a new review from them for a particular game. That functions as critic-protection measure, acting as a disincentive for outside source that try to pressure a publication to give something a higher score.
* User reviews, in contrast to publication reviews, can be modified.