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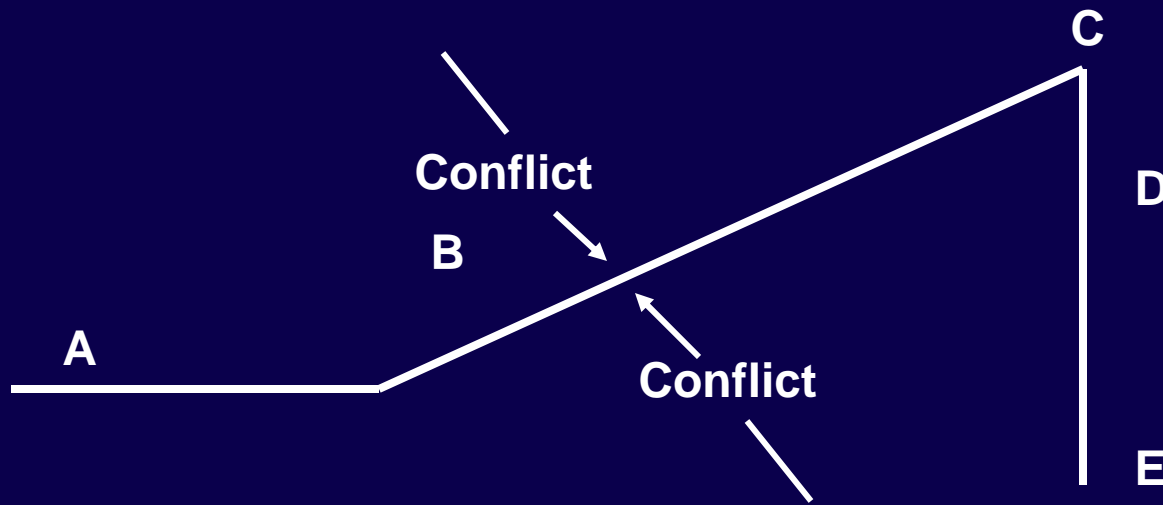
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CREATING A STORY

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THE STRUCTURE OF A STORY OR A DRAMA



- A. INTRODUCTION
- B. DEVELOPMENT with
- C. CLIMAX
- D. RESOLUTION
- E. CONCLUSION

COMPONENTS OF A STORY

1. CHARACTERS
2. PLOT (ACTION)
CONTAINING CONFLICT
3. SETTING:
TIME
PLACE
4. THEME OR MESSAGE

COMPONENTS OF A STORY (B)

1. **Characters:** Each character must be:
 - **believable to the audience**
 - **relevant to the story**
 - **different from other characters in the story**
 - **unique in *personality***

PERSONALITY

Personality is shown through how a person:

- **Talks**
- **Moves**
- **Reacts to situations**

And through individual habits or “quirks”, and

PERSONALITY

- **possessed of a personality characteristic (trait) that determines his/her behavior and causes or contributes to the dramatic conflict.**

PLOT

Each plot must:

- have a clear line of action that quickens or intensifies as it moves towards the climax
- be based around a dramatic conflict.

Dramatic conflict = the unusual, often unexpected turns that occur in all human activities and that create uncertainty, tension, suspense or surprise.

SETTING

Setting means TIME and PLACE

TIME: Time line of the entire story must be realistic.

Time that elapses in one plot must match that in other plots.

PLACE: Each plot must have its own clearly recognizable main location.

THEME

A universal theme—or emotion—that is understood by all people

For example:

Love

Fear

Courage

Jealousy

Triumph

Audience members should be aware of the emergence of the theme early in the story. By the end of the story, the theme is perfectly clear to the audience.

DRAMATIC CONFLICT:

- a.** A person against FATE or the unseen forces of life.
- b.** A person (or group) against another person or group.
- c.** A person against himself/herself. (Internal conflict)

EXAMPLE A: Against Fate:

A man is hunting for fruit in the forest, so that he can feed his hungry family. He falls down a deep hole into a cave and cannot get out. His family thinks he has deserted them. Meanwhile, the man goes through extraordinary adventures trying to get out of the cave. He has to overcome his fear of closed places (claustrophobia) from which he has suffered all his life, and force himself to stay alive and escape back to his family.

Example B: Against Other People:

A young woman wants to pursue a career as a doctor. Her father believes that the only career a woman should have is as a wife and mother. He refuses to pay for her education and does everything in his power to make it difficult for her to get a job so that she can pay for her studies herself.

Example C: A person against herself:

Helen has to decide whether to marry or not. She is in love with Tom, a young man who loves her and promises to care for her. But, Helen has always been interested in becoming a scientist. She has been offered a scholarship at a big overseas university. Tom is supportive of her desire to pursue a career, but Helen is afraid that if she goes overseas for three years, he might get tired of waiting and marry someone else.

Stories for Entertainment-Education Programs

Must have:

- Characters with whom the audience can identify and empathize
- Life styles with which the audience can identify
- A story that holds the audience's attention
- A natural way of introducing the educational message

An E-E story might include:

- **Humor –appropriate to the audience**
- **Music**
- **Use of local proverbs, sayings,**
- **Local events: festivals; holidays, etc**