Story

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Narrative or Story

- Describes a sequence of fictional or non-fictional events
- Latin – to recount (knowing or skilled)
  - Written
  - Spoken
  - Poetry
  - Prose
  - Images
  - Song
  - Theater
  - Dance

Story

- Freytag's pyramid
  - Exposition
  - Rising action (Conflict)
  - Climax (or turning point)
  - Falling action
  - Resolution - denouement or catastrophe
Exposition
- The background information that is needed to properly understand the story is provided
- Also known as the plot device
- Sets up the story
- Who is the:
  - Protagonist (often good person – hero)
  - Antagonist (often bad person – villain)
  - Basic conflict
  - Setting (where are we and often why we are here)
- First Act

Rising Action
- The basic conflict is complicated by the introduction of related secondary conflicts, including various obstacles that frustrate the protagonist’s attempt to reach their goal.
- Second Act
- Protagonist
  - Central figure of a story
  - Greek - who plays the first part, chief actor
- Antagonist
  - Character or group of characters, or, sometimes an institution of a happening who represents the opposition against which the protagonist(s) must contend
  - Greek – opponent, competitor, rival

Climax
- Turning point - which marks a change, for the better or the worse, in the protagonist’s affairs
- Third Act
Falling Action
- The conflict between the protagonist and the antagonist unravels, with the protagonist winning or losing against the antagonist
  - Often puts final outcome in doubt with suspense

Resolution
- Also dénouement
- A conclusion
- Most often the protagonist is better off than at the story’s beginning
- Finalizing the story lines

Story Arc
- Purpose is to effect change in the main character
- To move from one state to another
- Dramatic Structure
- Often from weakness to strength
  - Hero’s Journey
    - Lion King or Star Wars
- Often used in multi-episode TV shows
  - 24, Lost, Heroes, Alias