Unit 5: STORYTELLING

Hello!

WE ARE Katharina Hohla & Martin Ebner

1 WHY STORIES?

What is so special about them?

STORIES

○ Definition of STORY:
„any account of a series of related events or expierences, whether nonfictional [...] or fictional [...].“ (Wikipedia)

○ Stories
... have always existed since mankind began to communicate.
... have had huge influence on human development.
... are universal.
... help us understand our place in the world.
... help us learn how to act wisely.
... help us understand other people and their perspectives.
... pass down knowledge and morals.

Sources: https://storytellingforgames.com/ , https://www.tckpublishing.com/stories-matter/

STORIES IN LEARNING

- ◦ ... help giving learners structure.

- ◦ ... reduce the mental energy needed for categorizing new information.

- ◦ ... help remembering because of the characters.

    if learners know them -> easy

    if learners don't know them -> surprising -> memorable

STORIES IN VIDEO GAMES

- Games tell stories just like other media do.
- BUT: Stories become interactive!

- Player can feel the emotions of the character.
- Impact of player's decisions on the game's ending

- Procedural rhethoric

2 STORIES

What's a good story?

WHAT TYPES OF STORIES ARE THERE?

○ 6 essential human values

Values	Story types	Scales
Survival from Nature	Action, adventure	Life vs. Death
Survival from Others	Thriller, horror, mystery	Life vs. A fate worse than death
Love/Community	Romance, love story	Love vs. Hate
Esteem	Performance, sports	Accomplishment vs. Failure
Personal Growth	Coming of age	Maturity vs. Naiveté
Transcendence	Temptation, morality	Good vs. evil

Bad stories have no values or too many values!

Source: https://thewritepractice.com/types-of-stories/

WHAT ARE THE ESSENTIAL PARTS OF A STORY?

○ Three-Act Structure:

1. Set Up
(introduction of characters, context, setting, inciting moment)

2. Confrontation
(protagonist facing conflicts to resolve)

3. Resolution
(resolution of the inciting moment)

WHAT ARE THE ESSENTIAL PARTS OF A STORY?

○ Five-Act Structure:

Climax

Rising Action

Falling Action

Exposition

Denouement

1. Exposition
   (contextual background, inciting moment)

2. Rising Action
   (obstacles in the way of resolving inciting incident)

3. Climax
   (turning point of the story, highest tension)

4. Falling Action
   (calm after the tension, conflicts are resolved)

5. Dénouement
   (resolution of the story, emotional release)

MAIN CHARACTERS

○ Main character should be someone readers can feel something in common with.

○ Perfect characters are not very interesting ->
At least one flaw or weakness

  A good guy should have one bad trait

  A bad guy should have one good trait

○ Characters should be memorable

  Unique voices, personas and expressions

  Intriguing (or baffling) goals and motivations

  Distinctive appearances (incl. body language)

DECISIONS

- Point of view
  First person or third person

- Setting
  Place and time

- Tense
  Present tense or past tense

What makes a good story great?

1. Add dramatic content

Mystery, tension, surprise and wonder.

2. Write rhythmic prose

Read aloud to hear your writing's musical cadence.

3. Create memorable characters

Give characters goals, strengths, flaws, personas.

4. Make each part effective

Be conscious about what you want each part to do.

5. Deepen plot with subplot

How could other plot lines develop your main themes?

6. Make dialogue count

Ask, 'How does this dialogue advance my story?'

7. Add immersive setting

Make place detailed and let it change over time.
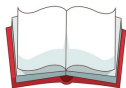
8. Include conflict

Include characters whose personalities/goals clash.

9. Write great beginnings

Introduce characters and scenarios beguilingly.

10. Give satisfying endings

How does the ending resolve primary conflicts?

Get help creating the best story you can: www.nownovel.com

Source: https://www.nownovel.com/blog/what-makes-a-good-story/

3 DIGITAL STORYTELLING

How to practice storytelling

HOW DOES THE METHOD WORK?

1. Brainstorm ideas
2. Elaborate your ideas
3. Choose the best idea
4. Write the script for your story
5. (Choose pictures)
6. (Create a storyboard)
7. Record your story

Source: https://mysty.eu/wp-content/uploads/MYSTY-User-Guide-German.pdf

WHAT DO YOU NEED FOR DIGITAL STORYTELLING?

- ◦ Good ideas and creativity

- ◦ Paper and pencil / digital whiteboard for brainstorming and storyboarding

- ◦ Electronic device for recording and editing

Group Work

... it's your turn

References

- Dirksen, Julie (2016): *Design for how people learn*. Berkeley: New Riders.

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CREDITS

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Thanks for the attention!

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