From:

**INDUCING REALITY** The Holy Grail of Storytelling by Ken "frobber" Ramsley

Part 1 SEVEN ELEMENTS OF GOOD STORYTELLING


and

Norma Livo and Sandra Rietz, Storytelling: Process and Practice

and

James Nachtway, Jonathan Harris and JJ Abrams TED Talks

and

musings of Bob Albers
"Story" is a universal mirror that shows us the truth about ourselves--who and why we are.

Norma Livo and Sandra Rietz, Storytelling: Process and Practice
Stories fill our lives in the way that water fills the lives of fish. Stories are so all-pervasive that we practically cease to be aware of them. How we explain ourselves How we justify ourselves/actions Entertainment work economic engine
Narrative Meaning

Denning (www.stevedenning.com/What_story.html)

- We create narrative descriptions for ourselves and for others about our own past actions,
- inform our decisions by constructing imaginative "what if" scenarios.
- We are told fairy tales as children, and read and discuss stories in school." (Polkinghorne)
- constantly confronted with stories during our conversations and encounters with the written and visual media.
Story-Selling
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Story-Selling

color
lighting
story elements
emotion
characters
conflict
setting
very deliberate choices—why?
Stories take all forms and lengths

Legend has it that Hemingway was once challenged to write a story in only six words.

His response?

“For sale: baby shoes, never worn.”
In 2006, SMITH Magazine began asking readers for their own six-word memoirs.

They sent in short life stories in droves

the bittersweet (“Cursed with cancer, blessed with friends”)

poignant (“I still make coffee for two”)

inspirational (“Business school? Bah! Pop music? Hurrah”)

hilarious (“I like big butts, can’t lie”).
Six Word Stories
http://www.smithmag.net/sixwords/

Before Kids, when I was alive.

Still in love with that shitweasel.

Disliking philosophy and TA isn't hot.

Formerly Purchasing, now chase escaped llamas.

Wasn't supposed to survive. Joyfully did.
Cinematic Storytelling

Manipulates emotion

Reveals plot and character

Movies are mostly about “story”

Source of media story conventions
From “300”
300

Based on Frank Miller's graphic novel
Loosely based on history
480 B.C. Battle of Thermopylae
Spartans (300) vs Persians (170,000)

What makes this work?
Hollywood level production values
sound, image, casting, effects
*the story
plot, characters, conflict, rising tension, climax
and theme/message