Story Sound and Motion

Storytelling

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
Narrative Meaning

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

• 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
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
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
Universal Mirror

Livo and Rietz (edited)

• Through "story" we can transcend the experience of daily living and know ourselves as more enduring than the little occurrences than mark our individual existences.

• Inside "story" we can accept pain, find justice, and experience exaltation, love, humor...........life.....death............

• Meet amazing characters
Susan Boyle

- Susan Boyle
- viral phenomenon
- British “Idol”
- “rags to riches” story
- http://www.youtube.com/watch?v=9lp0lWv8QZY
Susan Boyle
Susan Boyle

- Story with:
  - plot--the unexpected, ordinary woman becomes star
  - conflict--with ordinary life, with doubters, with Simon
  - characters--protagonist, antagonist
    - "never been kissed", homely, golden voice
    - “evil”, (Simon) stands in her way
  - exaltation
  - transcend everyday experience