

Transmedia Storytelling – Session 11

Arc of Story

How TV grew up –

Always reset –

Now arcs of story are nested: ((episode) season) series)

These arcs are fractile BUT there must be enough story for the full arc

Arcs are emotional – they are about characters; larger arcs can involve more characters

We always need to consider the length of the nested arcs we are working in

Some media are more nested (TV, comics) than others (films)

How many nests? Arcs? Characters? Reward cycles?

Arc of Story and the Role of Roadtrips

What is the Rule of Roadtrips/24 hour rule? (you must stay longer than the round trip journey)

The longer the event/arc, the greater the payoff – there must be a direct ratio

Also, little payoffs along the way

Arc is about story, not plot

Payoff – rewards: emotional rewards = closures

Neurology of games

Dopamine – pleasure rewards achievement

Brain – making a prediction and receiving feedback it was correct

Incremental goal progress

Challenge must be challenging, must receive recognition of achievement

Dopamine (dopamine is what makes something addictive)

Arc for a reason

Exposition – information needed to put together the challenge(s)

Emotional rewards – how that fits together to create a satisfying but unexpected climax

Hunger Games – climaxes (satisfactions)

Berries (we learn about them – they are used – film 3rd time)

Trilogy – so we have closure, but not entirely

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