

Transmedia Storytelling – Session 6

Story is about how characters grow, change, and become

Conflict –

How do characters get what they want?

It can't be easy to get

They must be willing to do something - What are they willing to do? How far will they go?

2 kind of conflict: external, internal (talk about Hunger Games – Katniss's internal conflict?? Haymitch!)

Best stories have both

Best stories have complexities

including confusing who is the “good guy” and who the bad (Vader is Luke's father)

Matrix – why/where is that complexity

Elysium – not complex

Many kinds of conflict – (James White – sector General)

Most SF today, especially media, is extremely simplistic (cold war, Nazis, aliens – easy bad guys)

We WANT to be reassured we are always on the Side of Right.

It is possible to have multiple conflicts – even beneficial – and depending on the arc of the story (medium dependent)) you may need to seed multiple and resolve only a few. But you must resolve one major to give emotional closure for the audience – otherwise they are unsatisfied (end of Smaug – Hobbit 2)!

CHEAT ending –

Multiple characters, multiple conflicts

Characters compete wanting the same (one) thing –

Quest

Hunger Games

Defined so that only one can have the prize

But let's think of other scenarios

What characters want is in opposition to each other (rebel/status quo)

Story is the character's internal growth

*Difference between story and plot: plot are events, the scaffolding for the story

STEAL Plots – History, Classics (people think this is smart and love it!))

What elements in the Hunger Games are stolen?

Myth of Theseus & Minotaur – tribute of young men and women to the Beast

Blow things up only when you need to – when you're stuck in the story!

We can enjoy lots of explosions, but we can't follow into multiple media

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