Storytelling

For Broadcast

What is a Story?

- A story is a structured narrative or account of events, real or imagined, presented in a sequence to entertain, inform, or evoke emotions.
- It typically involves characters, a setting, a plot, and a theme, and engages the audience through its unfolding and resolution

What is a Story?

- Throughout human history, stories have fulfilled six specific roles: 1) **Transmission of Knowledge & Culture**, 2) **Sense-Making & Understanding**, 3)**Identity Formation**, 4) **Emotional Connection**, 5) **Entertainment, and** 6) **Preservation of Oral Traditions**

What is a Story?

Transmission of Knowledge & Culture

- Stories serve as a means of passing down knowledge, beliefs, traditions, and cultural values from one generation to another
- Through oral traditions and later written forms, societies preserve their history, morals, and ways of life
- Examples: “The Boy who Cried Wolf”, the story of Rosa Parks

What is a Story?

Sense-Making & Understanding

- Stories provide a framework to explain complex phenomena, natural occurrences, human behavior, and societal norms
- They help make sense of the unknown and provide context to experiences
- Examples: “The Tower of Babel”, and story of “Pandora’s Box”

Identity Formation

What is a Story?

- Stories contribute to the formation of individual and collective identities within societies
- They create a sense of belonging and unity by establishing shared narratives, heroes, and common experiences that bind communities together
- Example: Story of the Founding of Tenochtitlan

What is a Story?

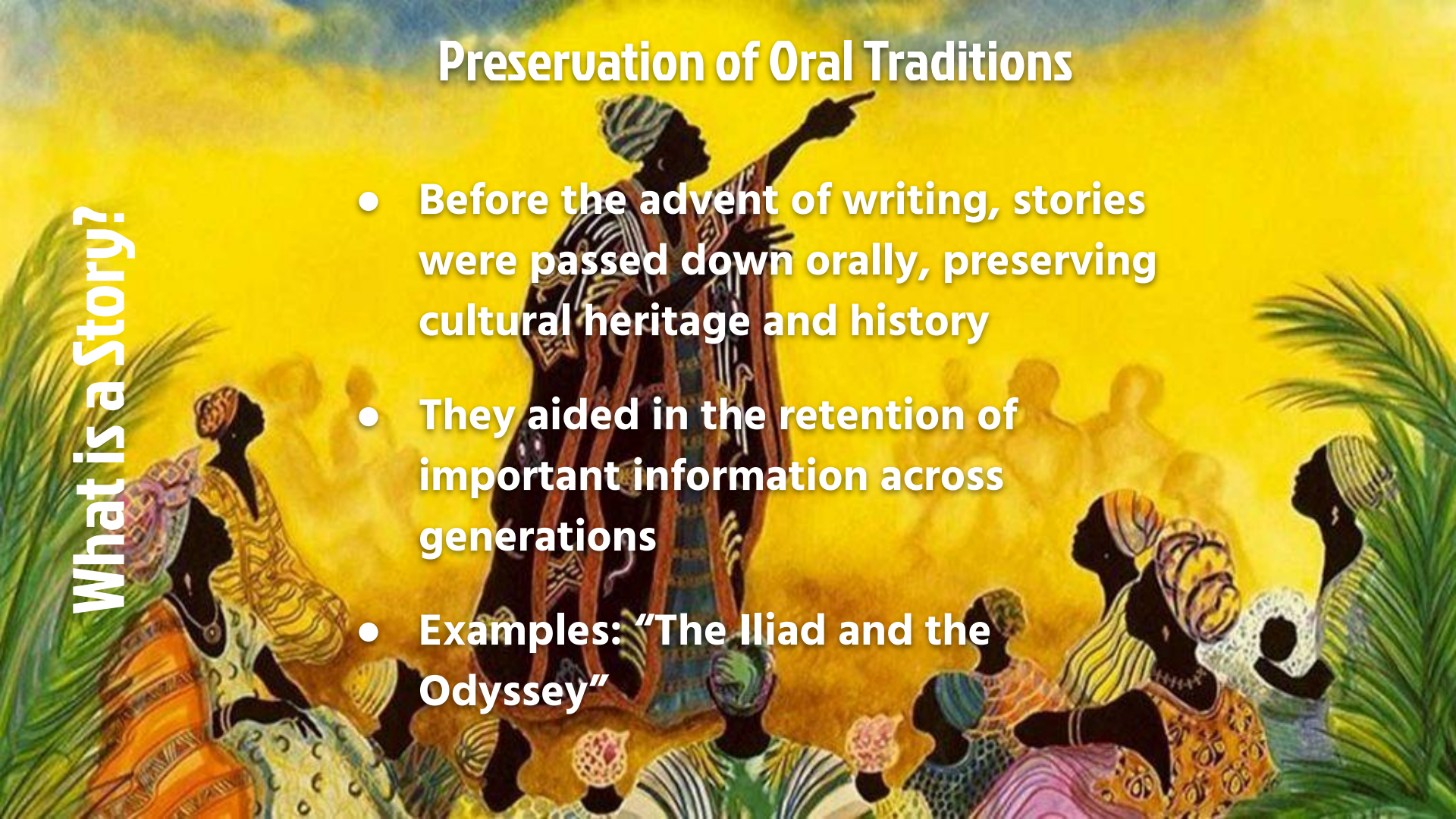
Emotional Connection

- Stories evoke emotions, empathy, and understanding by allowing people to connect with characters, situations, and experiences
- They foster compassion and help individuals relate to different perspectives and circumstances
- Examples: stories from warzones or natural disasters

What is a Story?

Entertainment

- Beyond their educational and cultural functions, stories entertain and captivate audiences
- They serve as a form of leisure, sparking imagination and creativity, providing an escape from reality, and offering pleasure through their narratives
- Examples: “The Mandalorian”, “Dragon Ball Daima”



Preservation of Oral Traditions

What is a Story?

- Before the advent of writing, stories were passed down orally, preserving cultural heritage and history
- They aided in the retention of important information across generations
- Examples: “The Iliad and the Odyssey”

Elements of Storytelling

Elements of Storytelling

Characters

Multidimensional figures driving the narrative

Setting

Context and atmosphere influencing the story

Plot

Sequence of events shaping the storyline

Conflict

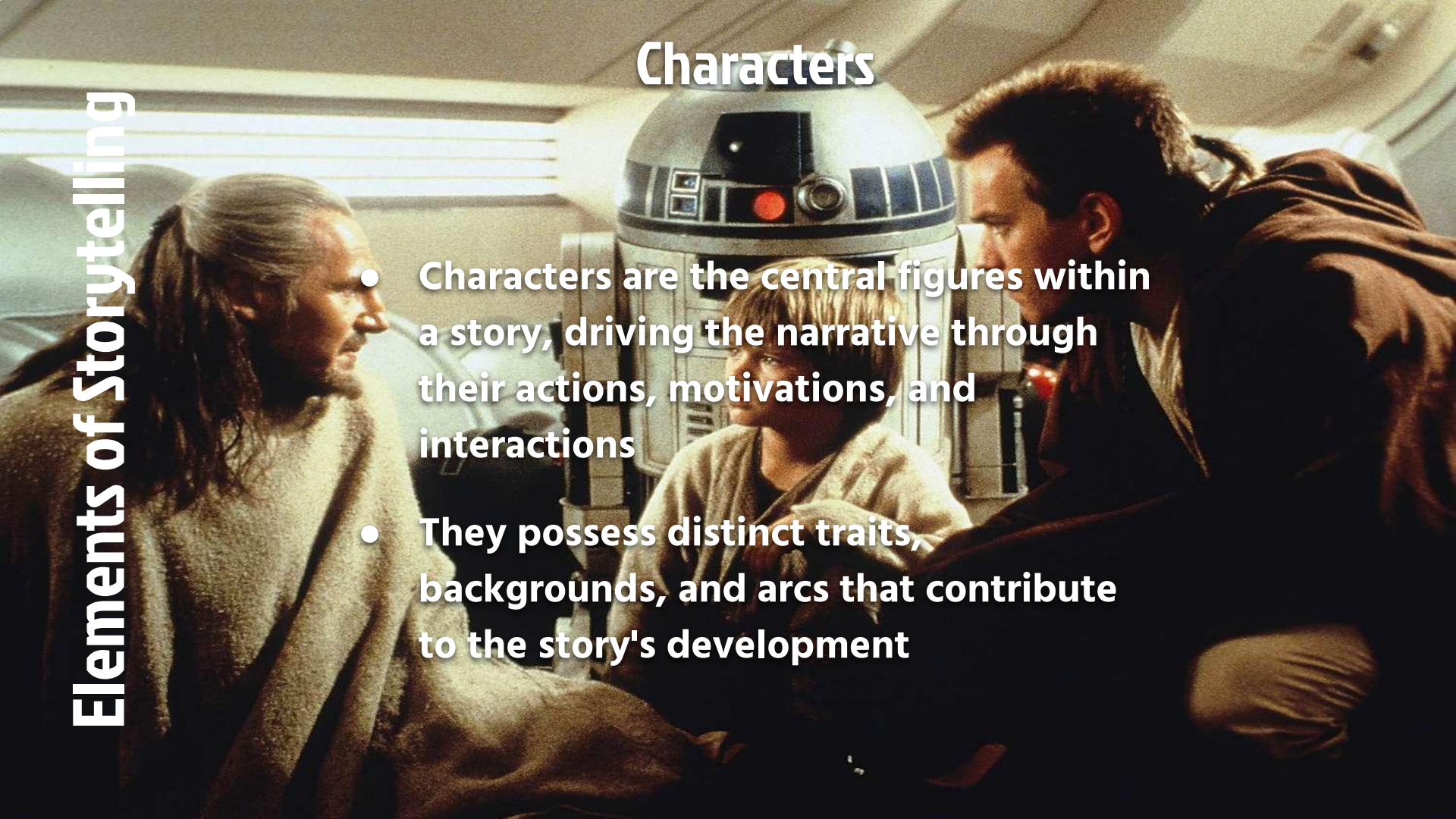
Tension driving character growth

Theme

Underlying messages providing deeper meaning

Narrative Arc

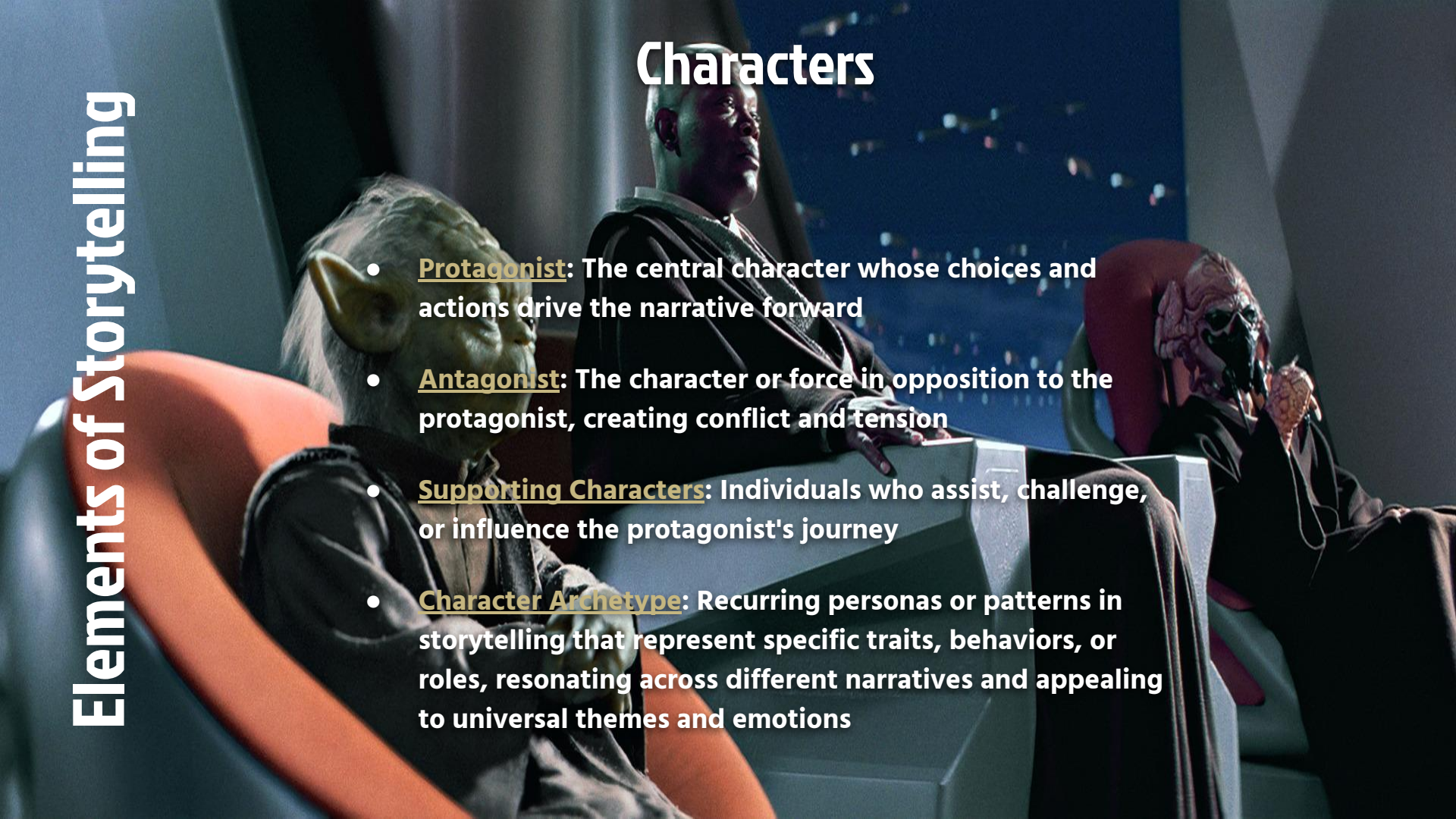
The overarching structure guiding the story's progression



Elements of Storytelling

Characters

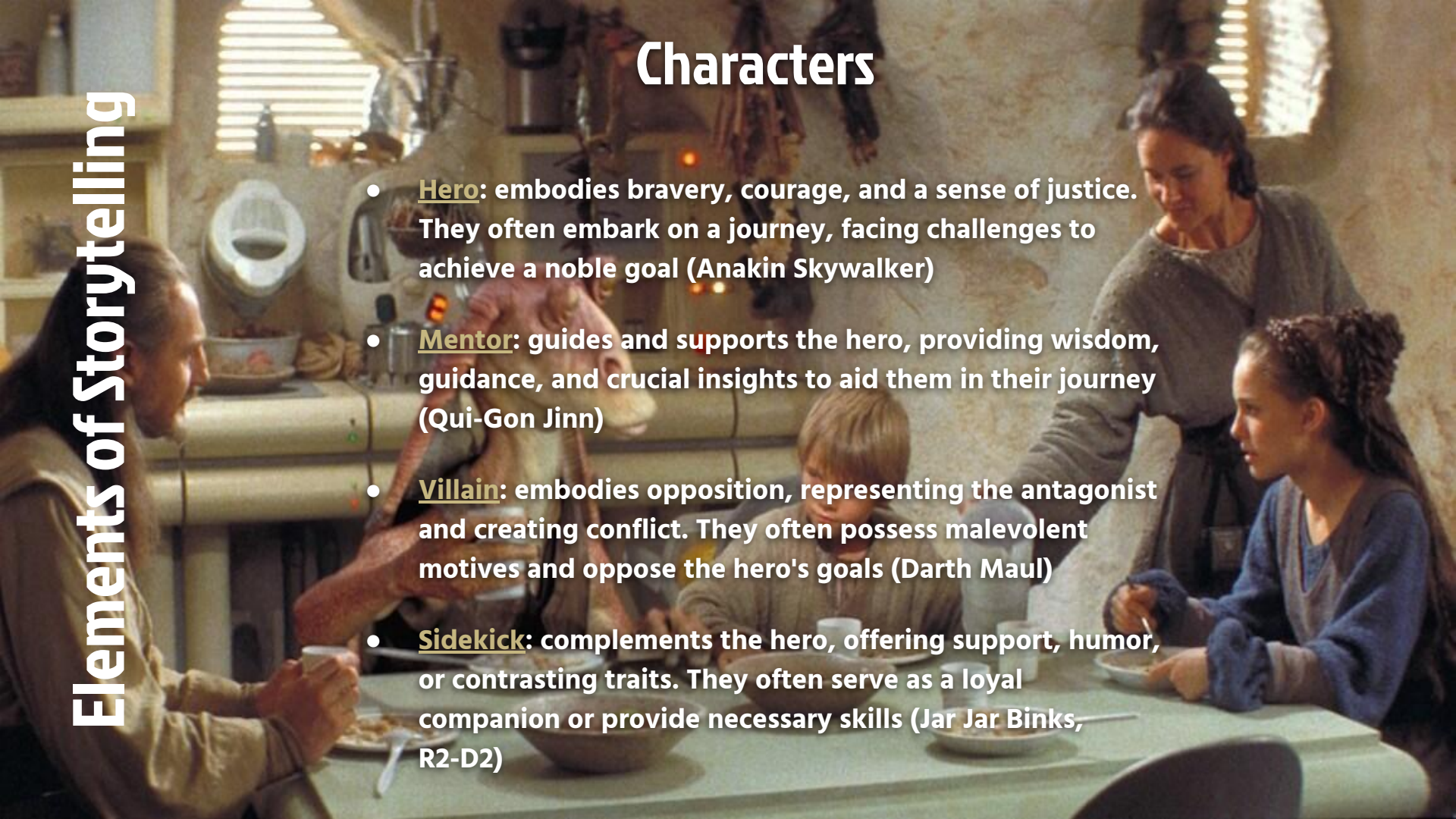
- Characters are the central figures within a story, driving the narrative through their actions, motivations, and interactions
- They possess distinct traits, backgrounds, and arcs that contribute to the story's development



Characters

Elements of Storytelling

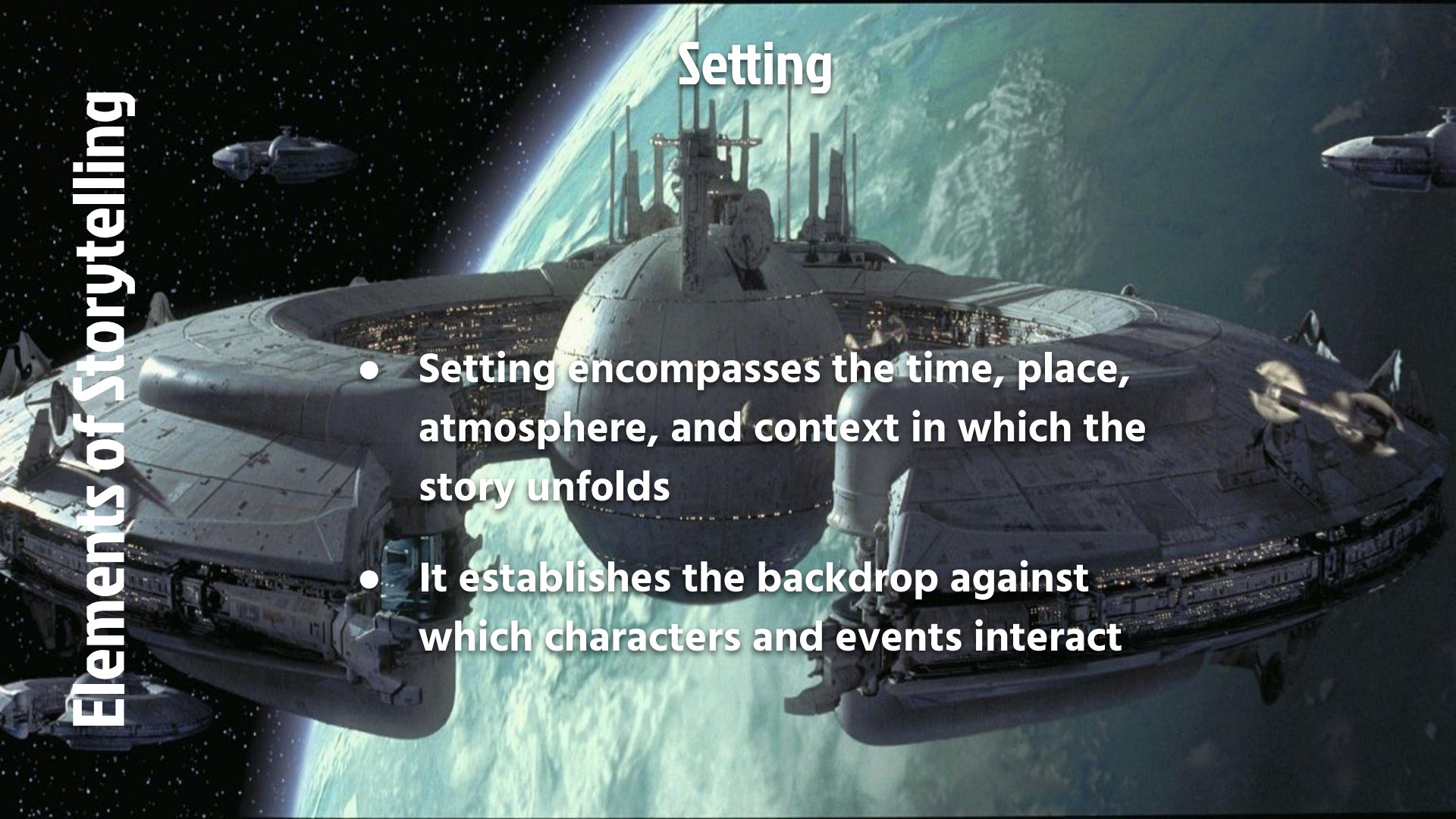
- Protagonist: The central character whose choices and actions drive the narrative forward
- Antagonist: The character or force in opposition to the protagonist, creating conflict and tension
- Supporting Characters: Individuals who assist, challenge, or influence the protagonist's journey
- Character Archetype: Recurring personas or patterns in storytelling that represent specific traits, behaviors, or roles, resonating across different narratives and appealing to universal themes and emotions



Characters

Elements of Storytelling

- Hero: embodies bravery, courage, and a sense of justice. They often embark on a journey, facing challenges to achieve a noble goal (Anakin Skywalker)
- Mentor: guides and supports the hero, providing wisdom, guidance, and crucial insights to aid them in their journey (Qui-Gon Jinn)
- Villain: embodies opposition, representing the antagonist and creating conflict. They often possess malevolent motives and oppose the hero's goals (Darth Maul)
- Sidekick: complements the hero, offering support, humor, or contrasting traits. They often serve as a loyal companion or provide necessary skills (Jar Jar Binks, R2-D2)



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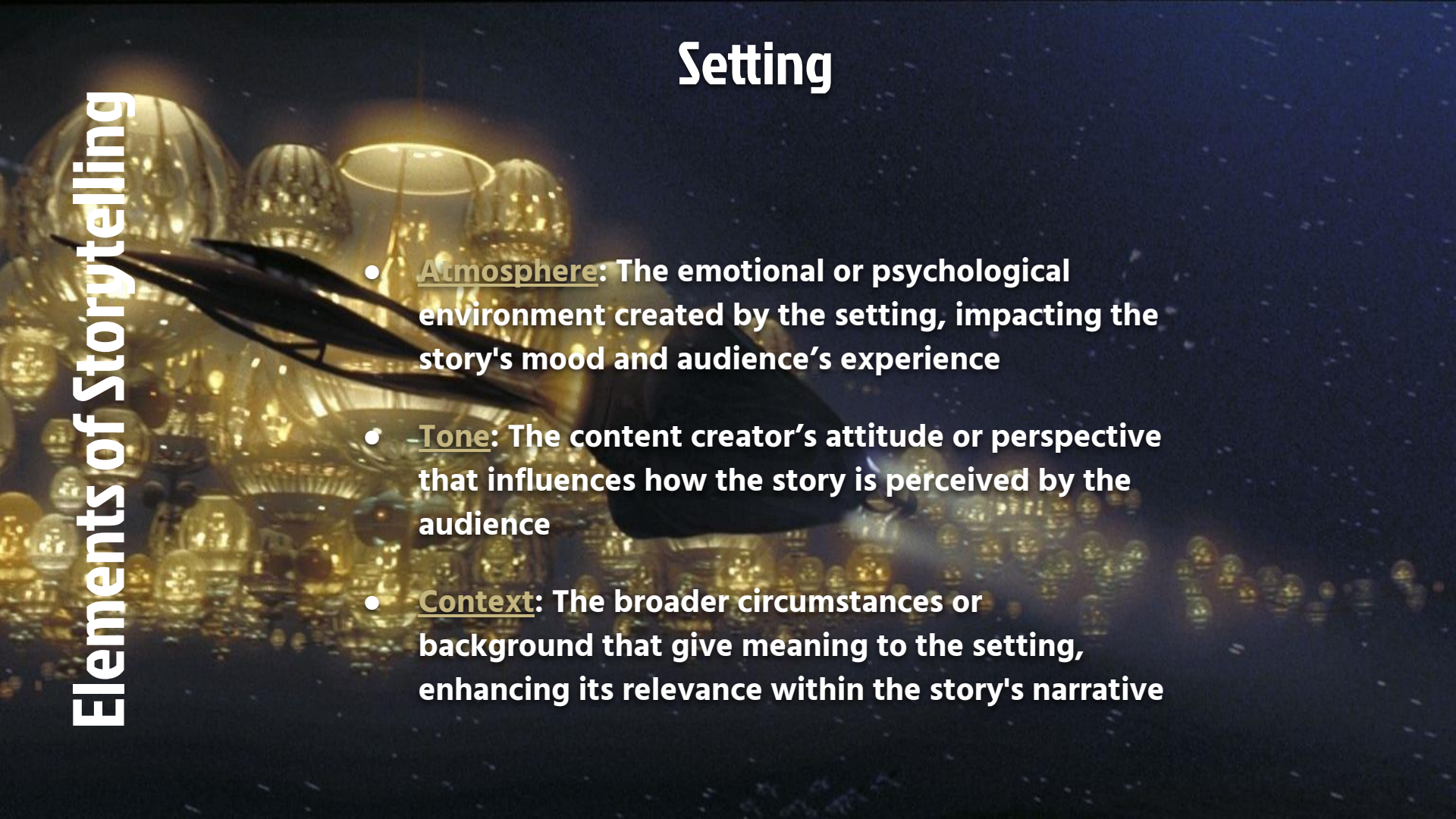
Setting

- Setting encompasses the time, place, atmosphere, and context in which the story unfolds
- It establishes the backdrop against which characters and events interact



Setting

Elements of Storytelling

- Atmosphere: The emotional or psychological environment created by the setting, impacting the story's mood and audience's experience
- Tone: The content creator's attitude or perspective that influences how the story is perceived by the audience
- Context: The broader circumstances or background that give meaning to the setting, enhancing its relevance within the story's narrative

Elements of Storytelling

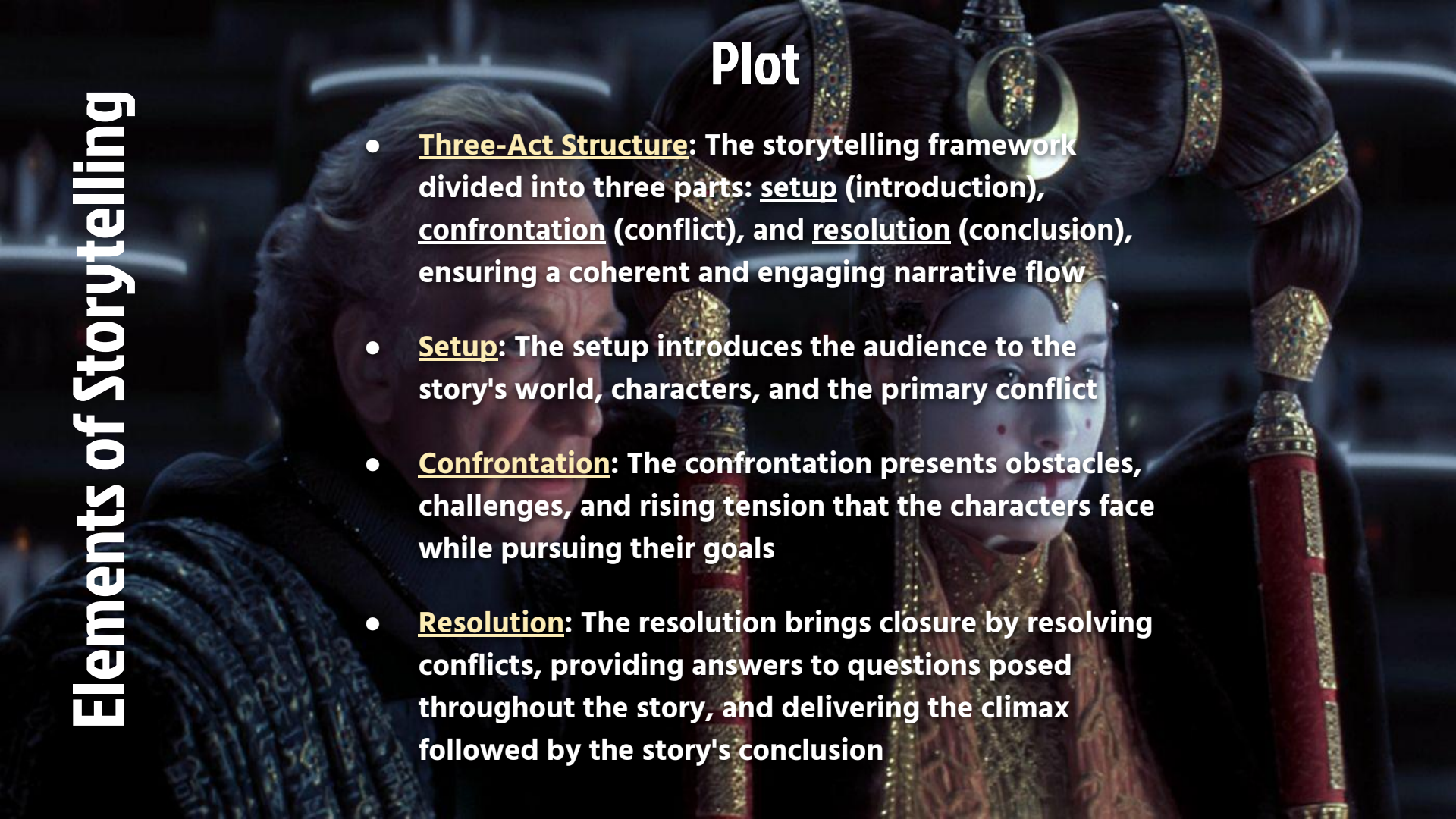
Setting

- World-Building: The creation of immersive and believable worlds that enhance storytelling
- Symbolism in Setting: Settings can symbolize themes, emotions, or conflicts within the narrative
- Cultural Significance: Settings reflect cultural, historical, or societal aspects, influencing characters and plot
- Dynamic Settings: Settings that evolve or impact the story's progression

Elements of Storytelling

Plot

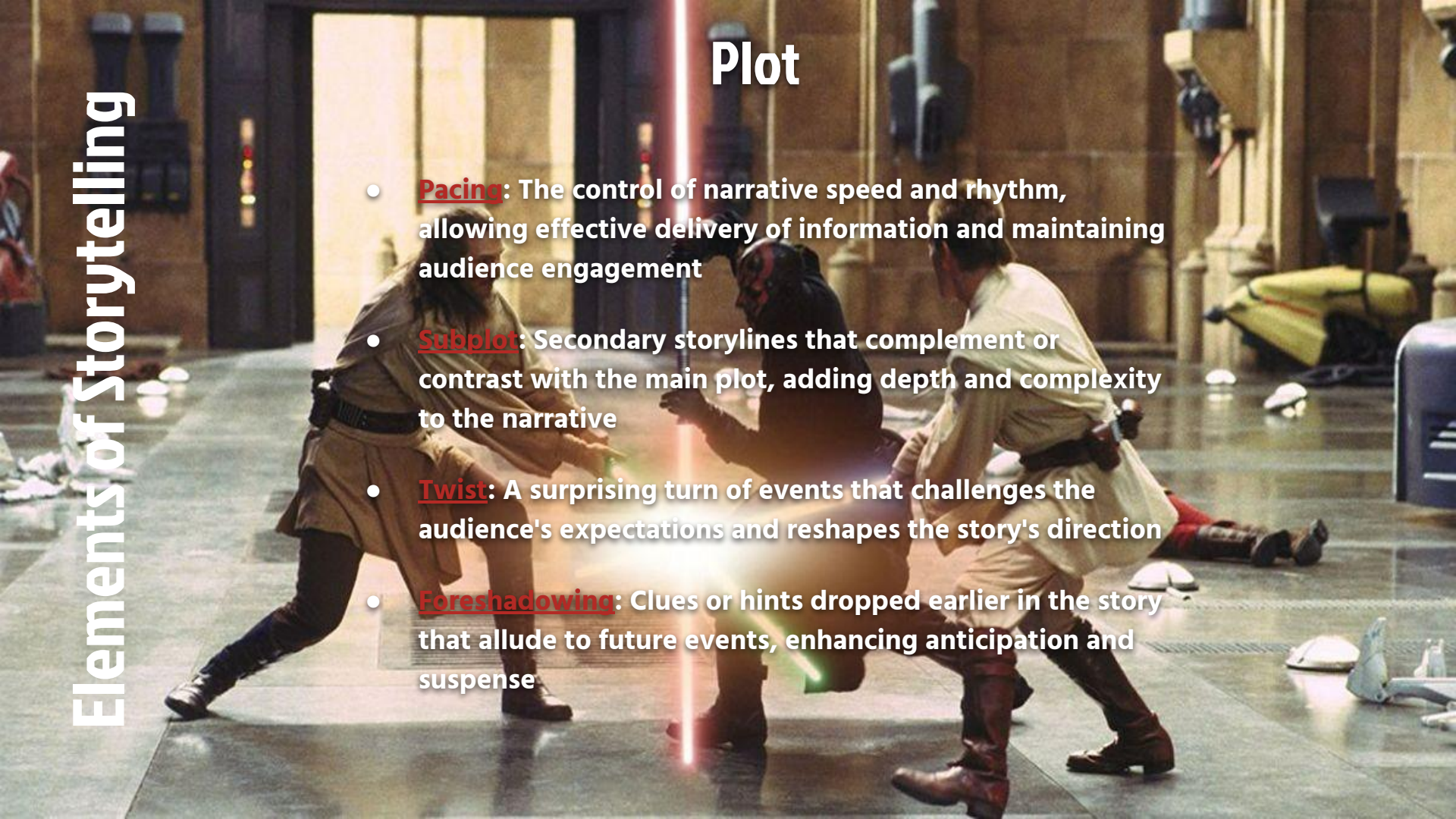
- The plot is the sequence of events that drive the story forward–encompassing conflicts, rising action, climax, and resolution



Elements of Storytelling

Plot

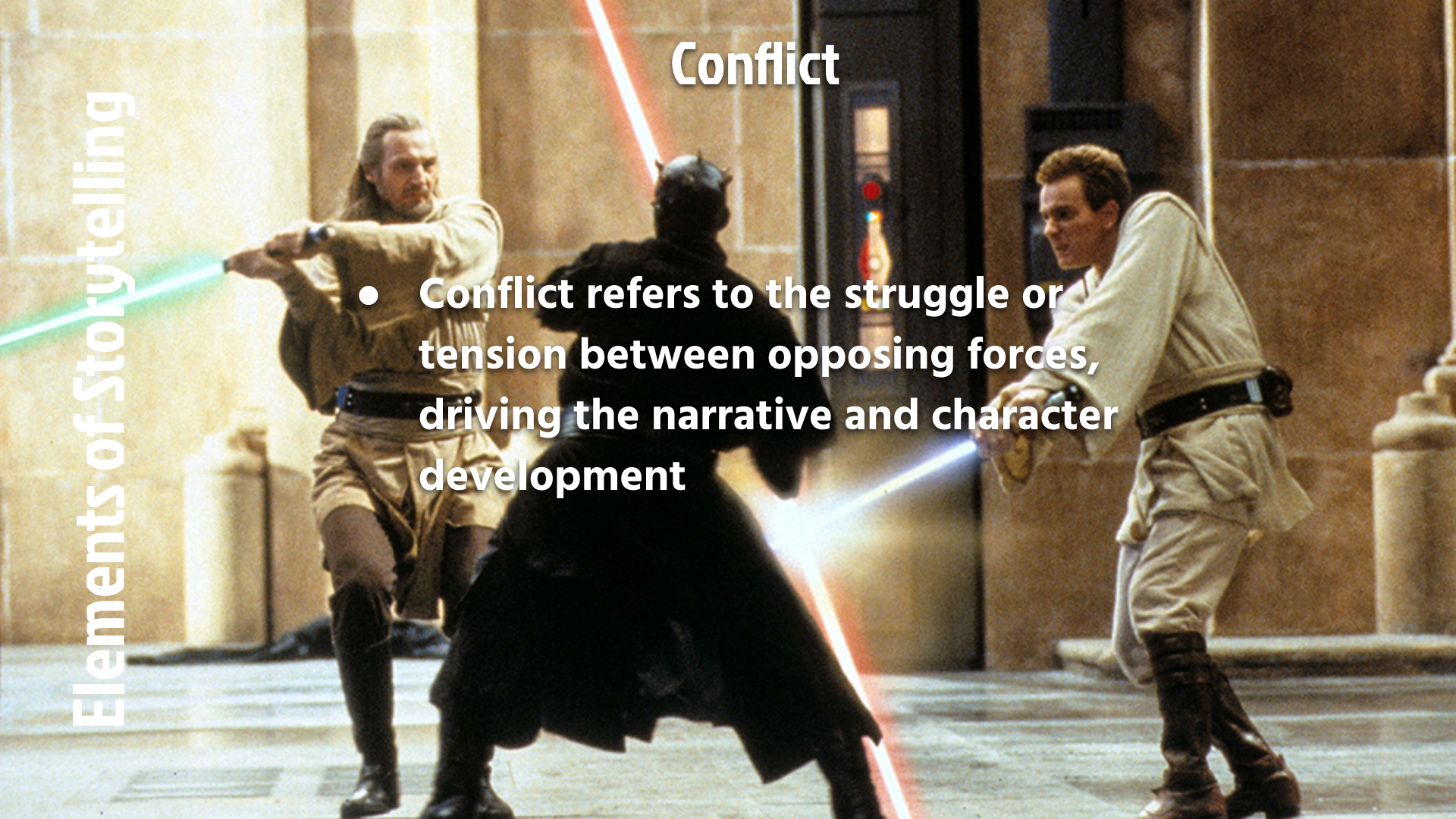
- Three-Act Structure: The storytelling framework divided into three parts: setup (introduction), confrontation (conflict), and resolution (conclusion), ensuring a coherent and engaging narrative flow
- Setup: The setup introduces the audience to the story's world, characters, and the primary conflict
- Confrontation: The confrontation presents obstacles, challenges, and rising tension that the characters face while pursuing their goals
- Resolution: The resolution brings closure by resolving conflicts, providing answers to questions posed throughout the story, and delivering the climax followed by the story's conclusion



Elements of Storytelling

Plot

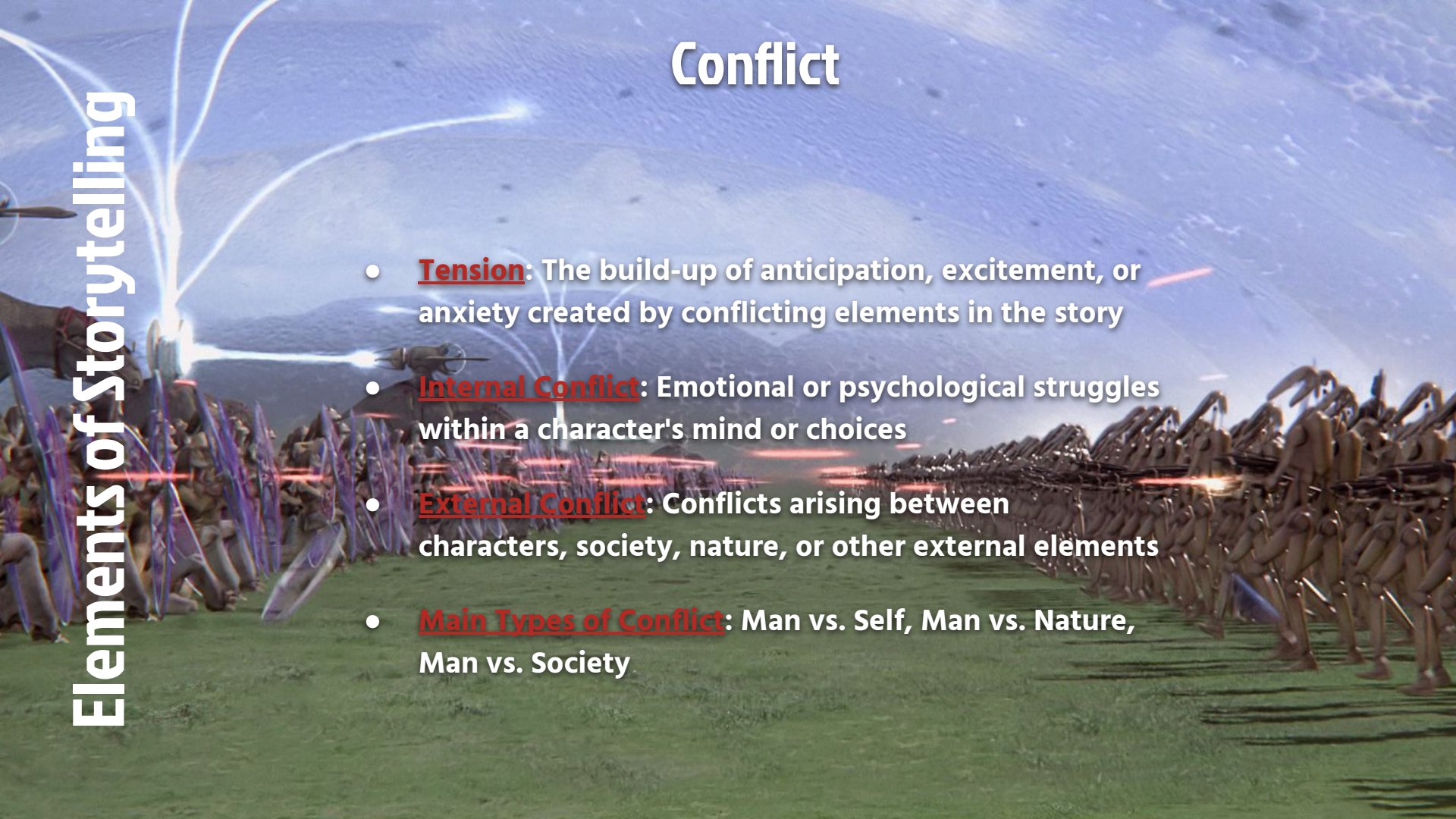
- Pacing: The control of narrative speed and rhythm, allowing effective delivery of information and maintaining audience engagement
- Subplot: Secondary storylines that complement or contrast with the main plot, adding depth and complexity to the narrative
- Twist: A surprising turn of events that challenges the audience's expectations and reshapes the story's direction
- Foreshadowing: Clues or hints dropped earlier in the story that allude to future events, enhancing anticipation and suspense



Conflict

- Conflict refers to the struggle or tension between opposing forces, driving the narrative and character development

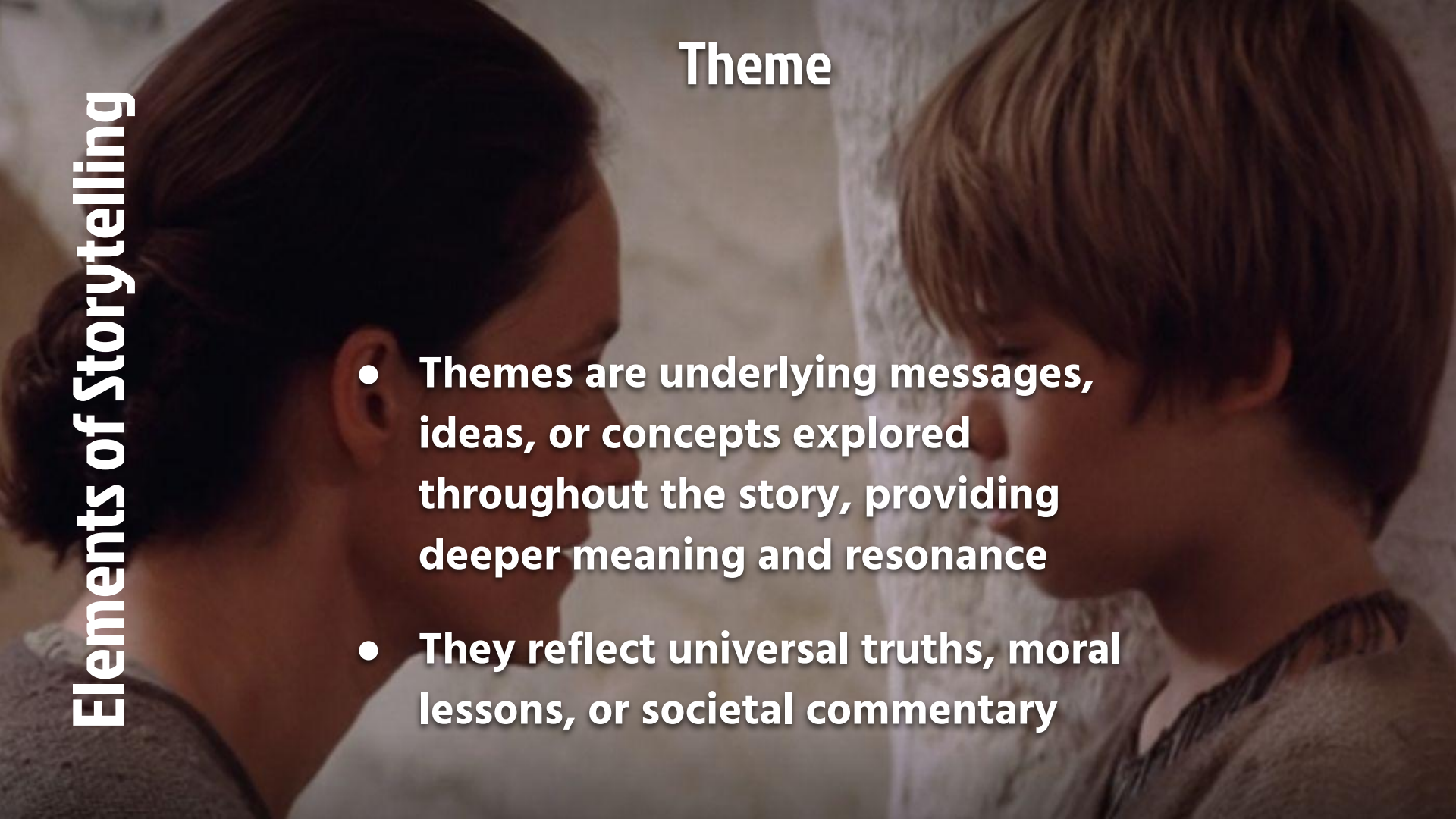
Elements of Storytelling



Conflict

Elements of Storytelling

- **Tension**: The build-up of anticipation, excitement, or anxiety created by conflicting elements in the story
- **Internal Conflict**: Emotional or psychological struggles within a character's mind or choices
- **External Conflict**: Conflicts arising between characters, society, nature, or other external elements
- **Main Types of Conflict**: Man vs. Self, Man vs. Nature, Man vs. Society



Elements of Storytelling

Theme

- Themes are underlying messages, ideas, or concepts explored throughout the story, providing deeper meaning and resonance
- They reflect universal truths, moral lessons, or societal commentary

Elements of Storytelling

Theme

God and Philosophy

Common subjects include: Faith vs. Doubt, Fate vs. Self Determination, Reason vs. Faith, Facing an Empty Universe, Destruction of the Soul (The Matrix, The Tree of Life, The Fountain)

Virtue and Values

Common subjects include: Courage and Heroism, Honor and Loyalty, Hypocrisy, Facing Fear/Finding Bravery, Greed as Downfall, Pride as Downfall, Rising to the Occasion (Dead Poets Society, Schindler's List, Remember the Titans)

Survival

Common subjects include: Human vs. Nature, Human vs. Human, Individual vs. Self, Perseverance/ Finding Strength, Resistance to Oppression, Facing Disease/ Mortality/ Addiction, Beating the Odds (Cast Away, The Revenant, 127 Hours)

Love

Common subjects include: Love vs. Loneliness, Love vs. Social Control, Finding Self-love, Regret over Lost Love, Power/Strength of Family/ Friendship, Sacrificing for Love (The Bodyguard, The Time Traveler's Wife, The Fault in our Stars)

Elements of Storytelling

Theme

Good vs. Evil

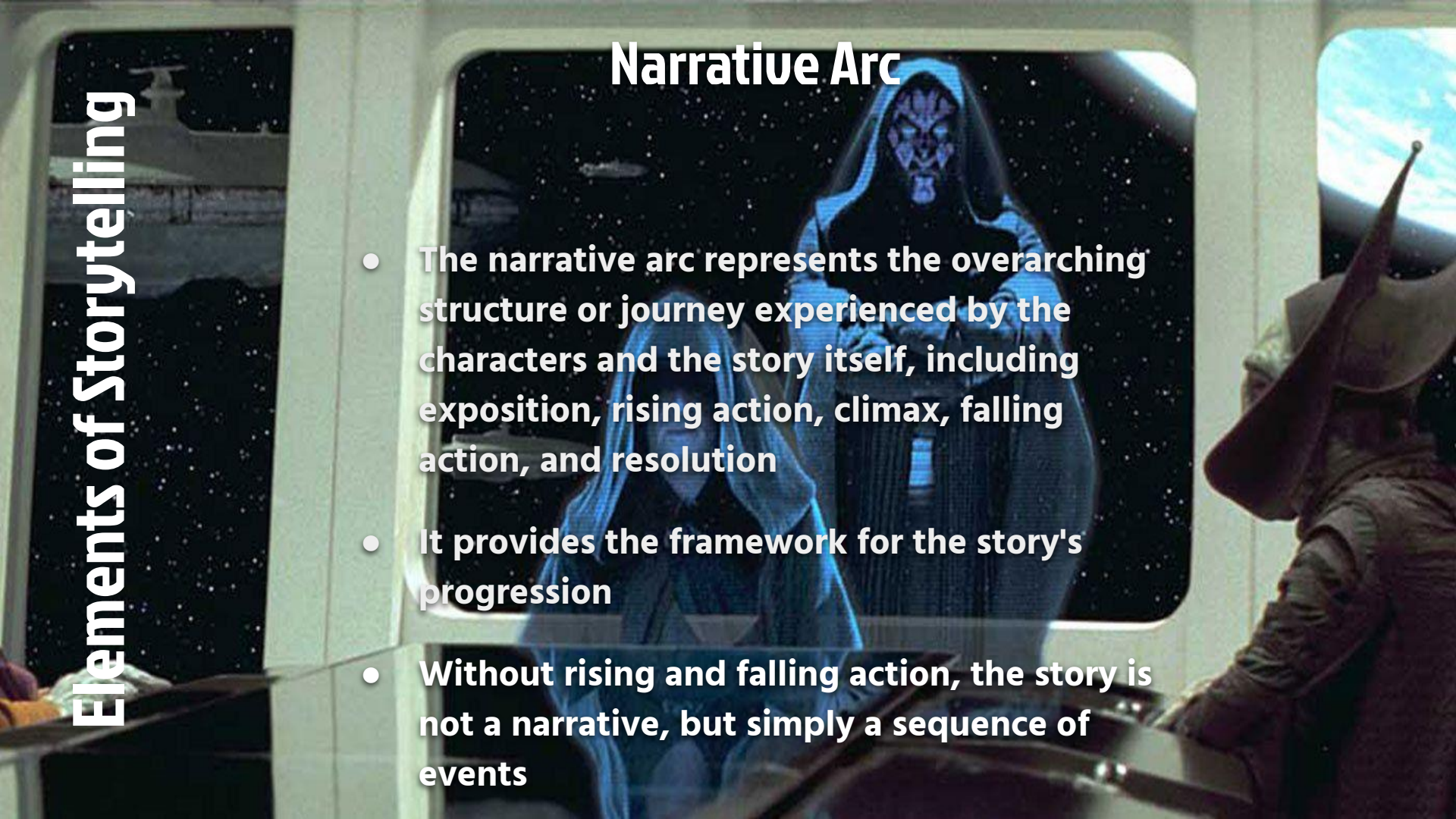
Common subjects include: The Destructive Nature of Crime and Violence, The Horrors of War, The Temptation of Sin, The Ugliness of Revenge, Resisting Oppression (Star Wars, Lord of the Rings, The Lion King)

Society

Common subjects include: Class Struggles, Power and Corruption, Fighting for Justice, Humanity vs. Technology, Change vs. Tradition, The Evils of Prejudice, Quest for Power (The Truman Show, Children of Men, District 9)

Discovering Self-Knowledge

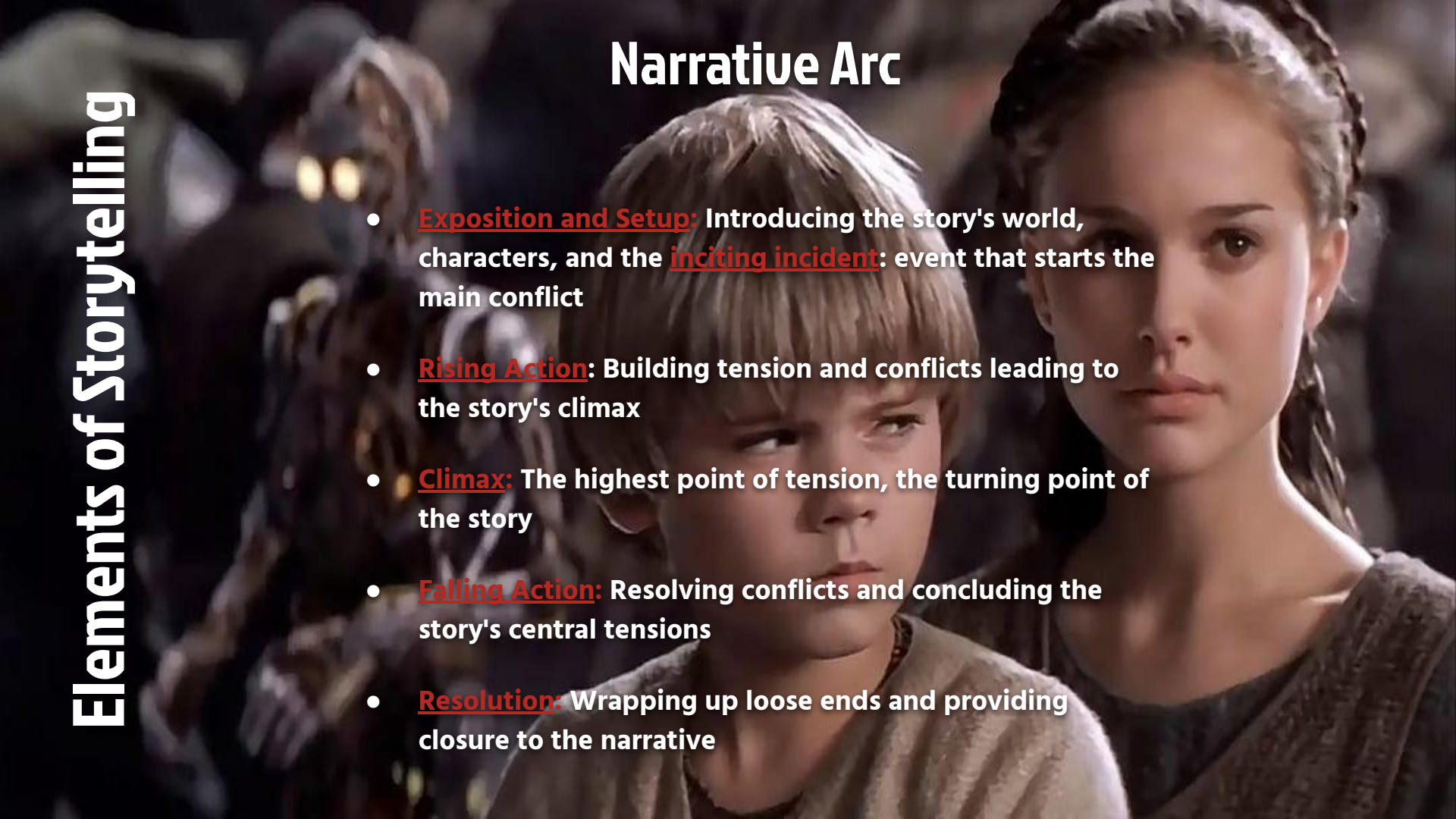
Common subjects include: Coming of Age, Finding Empowerment, Starting Over, Learning to Live with Mistakes/ Guilt/ Regret, Disillusionment/ Loss of Innocence, Dangers of Ignorance, Finding Self-awareness (Good Will Hunting, The Pursuit of Happyness, Arrival)



Elements of Storytelling

Narrative Arc

- The narrative arc represents the overarching structure or journey experienced by the characters and the story itself, including exposition, rising action, climax, falling action, and resolution
- It provides the framework for the story's progression
- Without rising and falling action, the story is not a narrative, but simply a sequence of events



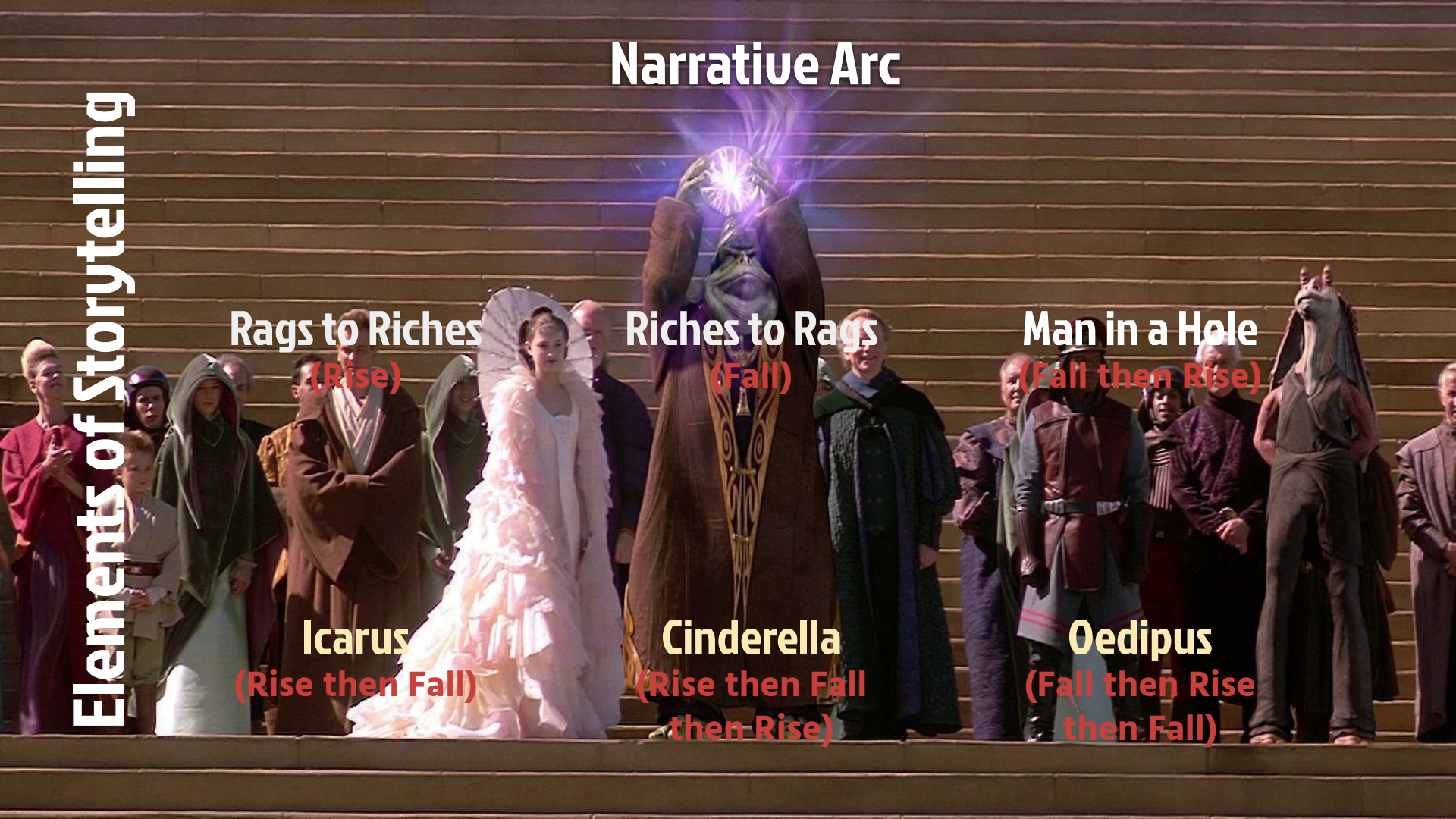
Elements of Storytelling

Narrative Arc

- **Exposition and Setup:** Introducing the story's world, characters, and the **inciting incident**: event that starts the main conflict
- **Rising Action**: Building tension and conflicts leading to the story's climax
- **Climax:** The highest point of tension, the turning point of the story
- **Falling Action:** Resolving conflicts and concluding the story's central tensions
- **Resolution:** Wrapping up loose ends and providing closure to the narrative

Elements of Storytelling

Narrative Arc



Rags to Riches
(Rise)

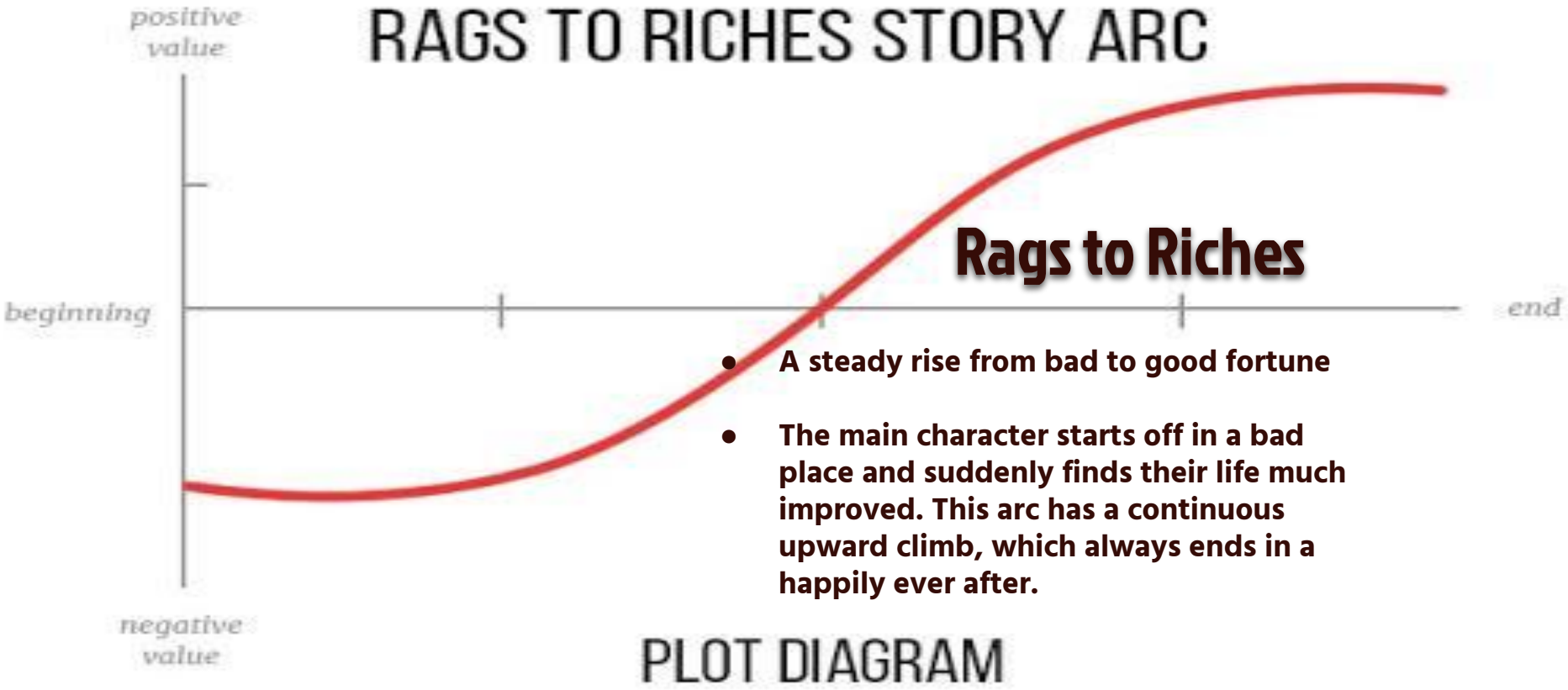
Riches to Rags
(Fall)

Man in a Hole
(Fall then Rise)

Icarus
(Rise then Fall)

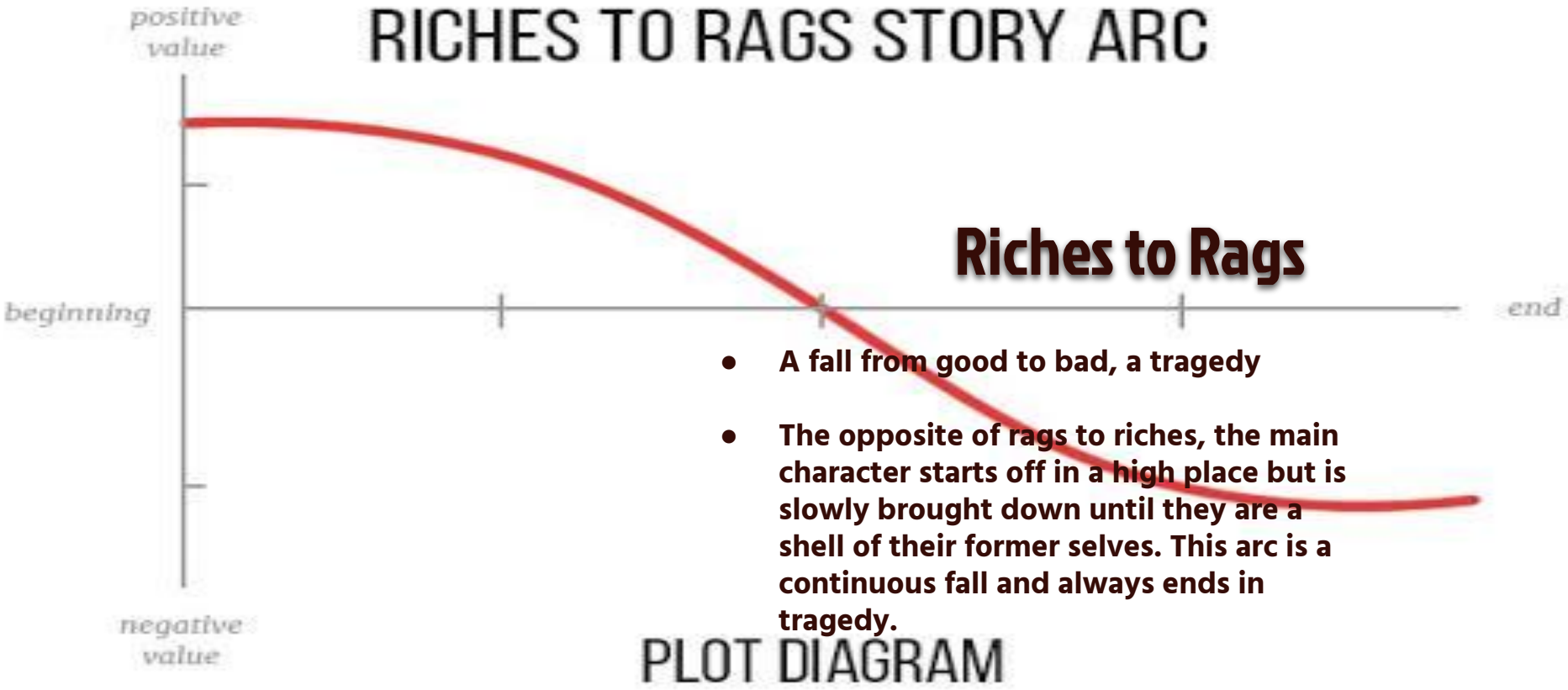
Cinderella
(Rise then Fall then Rise)

Oedipus
(Fall then Rise then Fall)



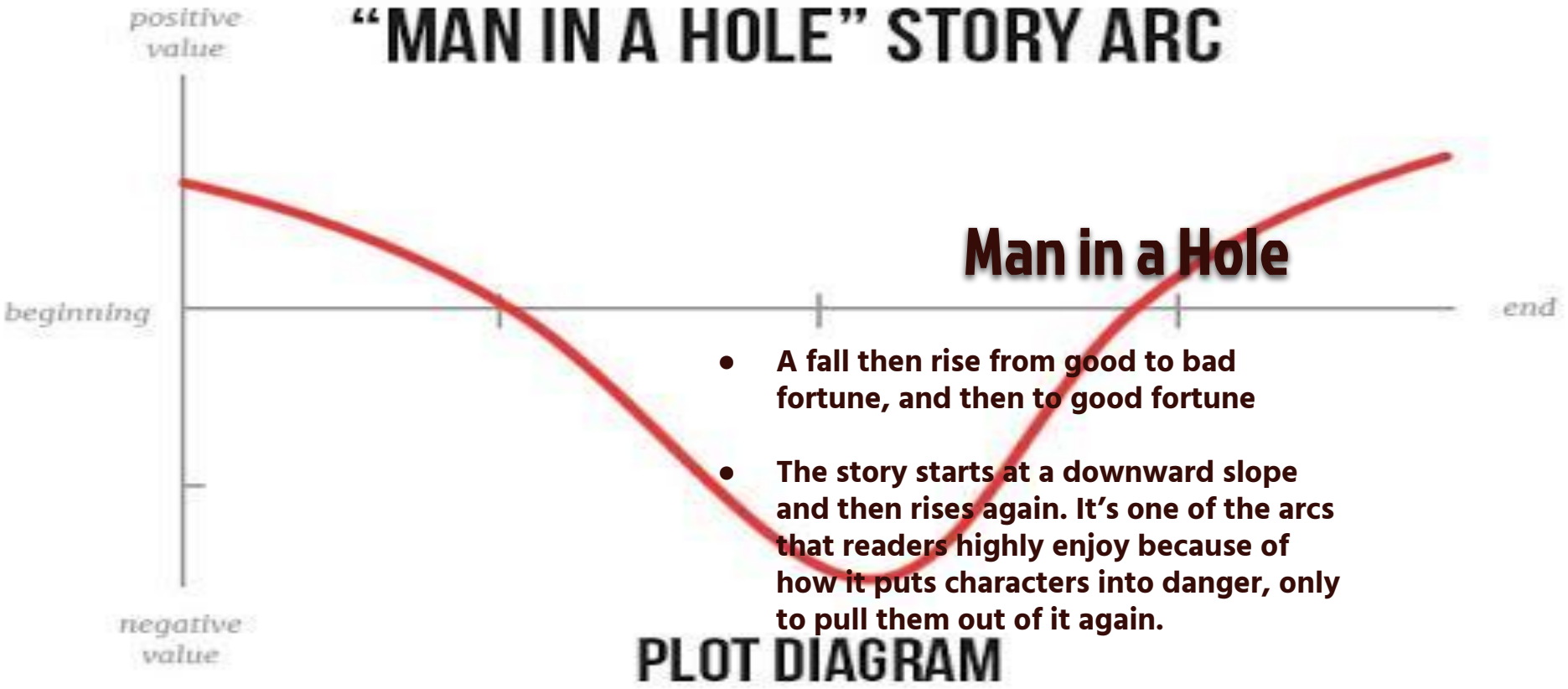
Rags to Riches

- **A steady rise from bad to good fortune**
- **The main character starts off in a bad place and suddenly finds their life much improved. This arc has a continuous upward climb, which always ends in a happily ever after.**



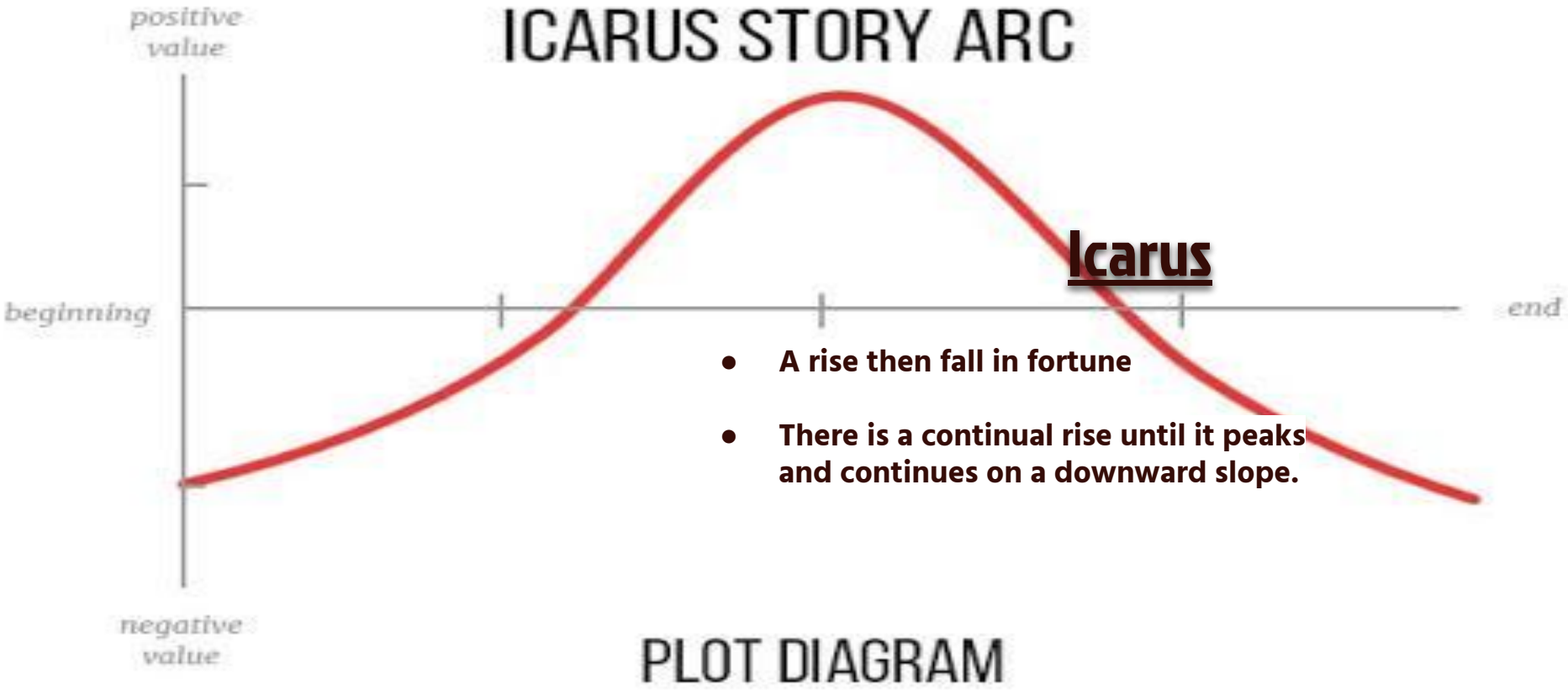
Riches to Rags

- **A fall from good to bad, a tragedy**
- **The opposite of rags to riches, the main character starts off in a high place but is slowly brought down until they are a shell of their former selves. This arc is a continuous fall and always ends in tragedy.**



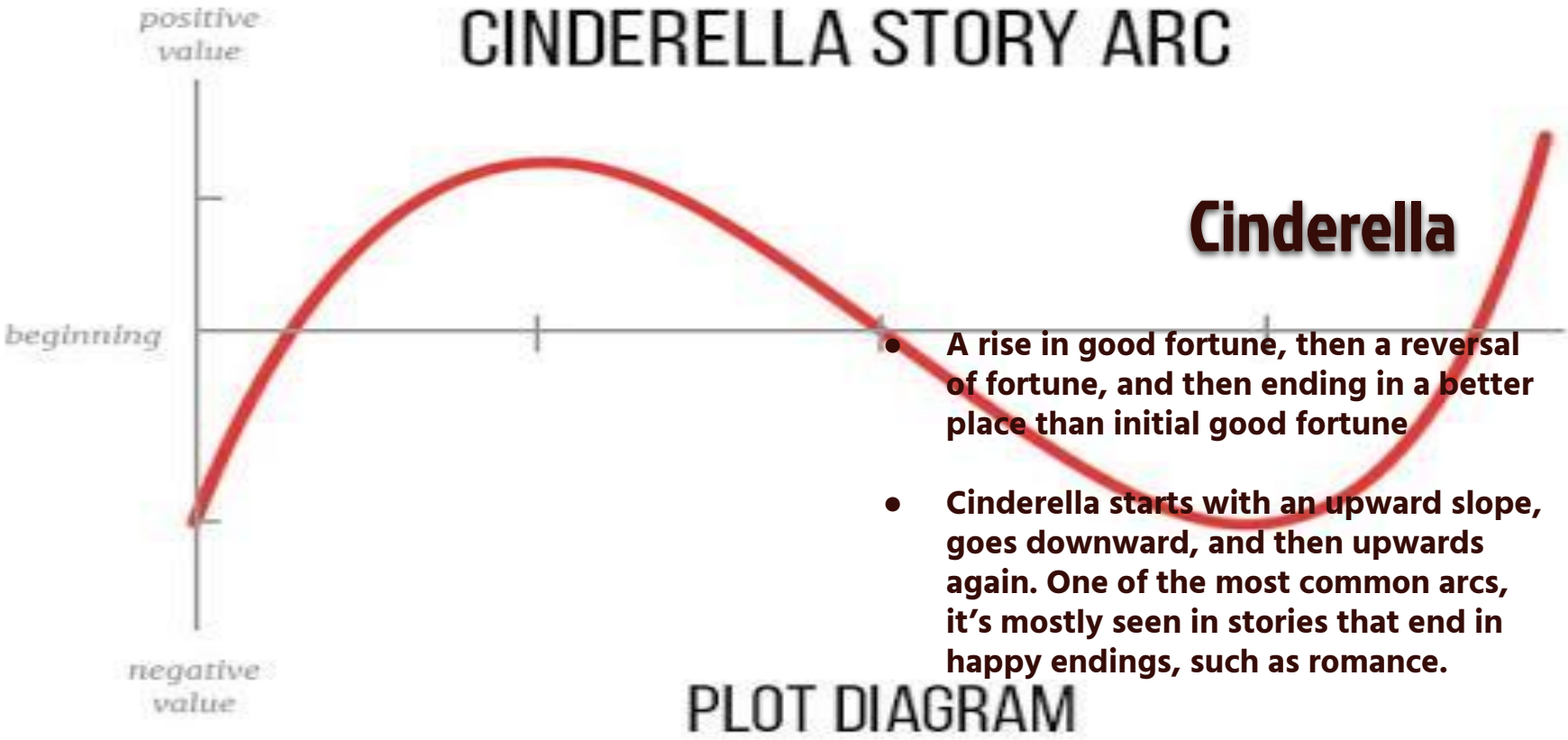
Man in a Hole

- A fall then rise from good to bad fortune, and then to good fortune
- The story starts at a downward slope and then rises again. It's one of the arcs that readers highly enjoy because of how it puts characters into danger, only to pull them out of it again.



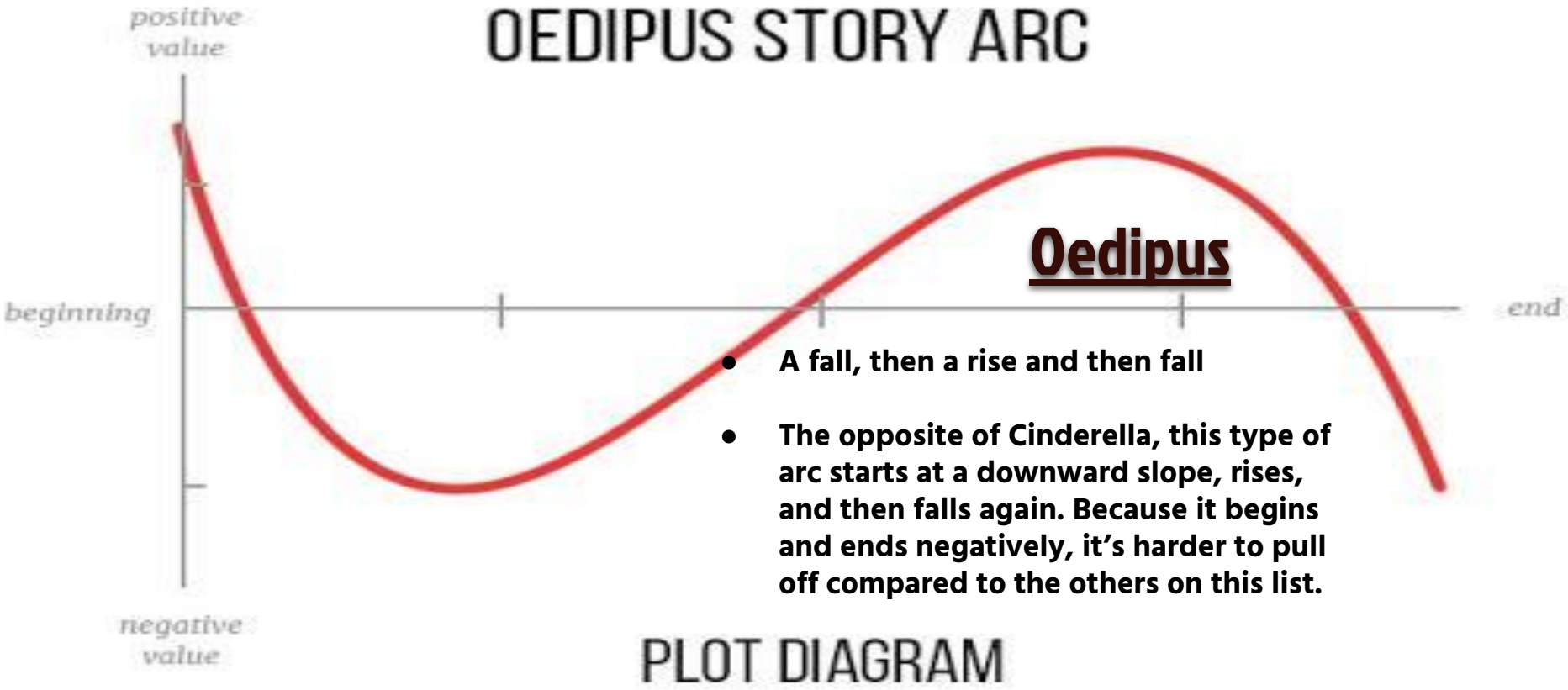
Icarus

- **A rise then fall in fortune**
- **There is a continual rise until it peaks and continues on a downward slope.**



Cinderella

- **A rise in good fortune, then a reversal of fortune, and then ending in a better place than initial good fortune**
- **Cinderella starts with an upward slope, goes downward, and then upwards again. One of the most common arcs, it's mostly seen in stories that end in happy endings, such as romance.**



Oedipus

- **A fall, then a rise and then fall**
- **The opposite of Cinderella, this type of arc starts at a downward slope, rises, and then falls again. Because it begins and ends negatively, it's harder to pull off compared to the others on this list.**