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Everything's Been Done Before...





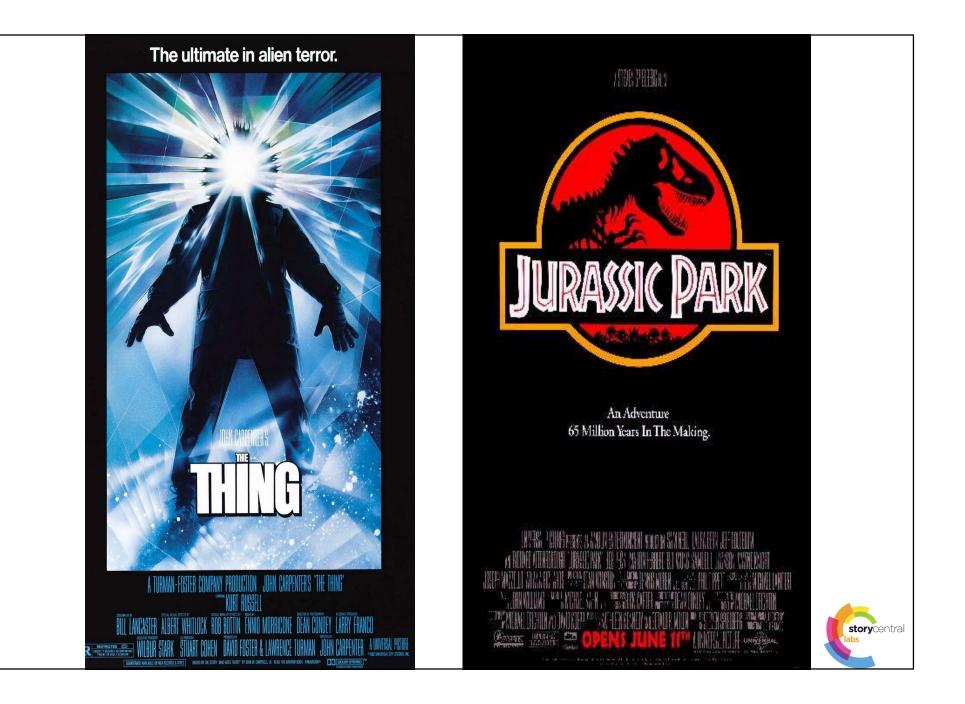
A dangerous monster threatens a community.

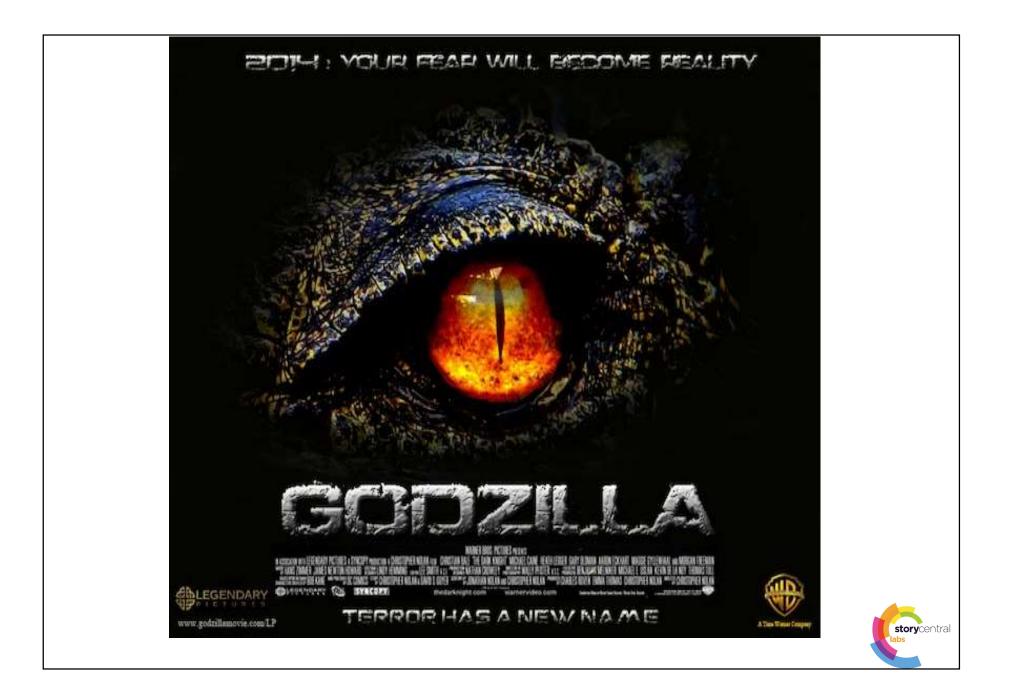
One man takes it on himself to kill the beast and restore happiness to the Kingdom...









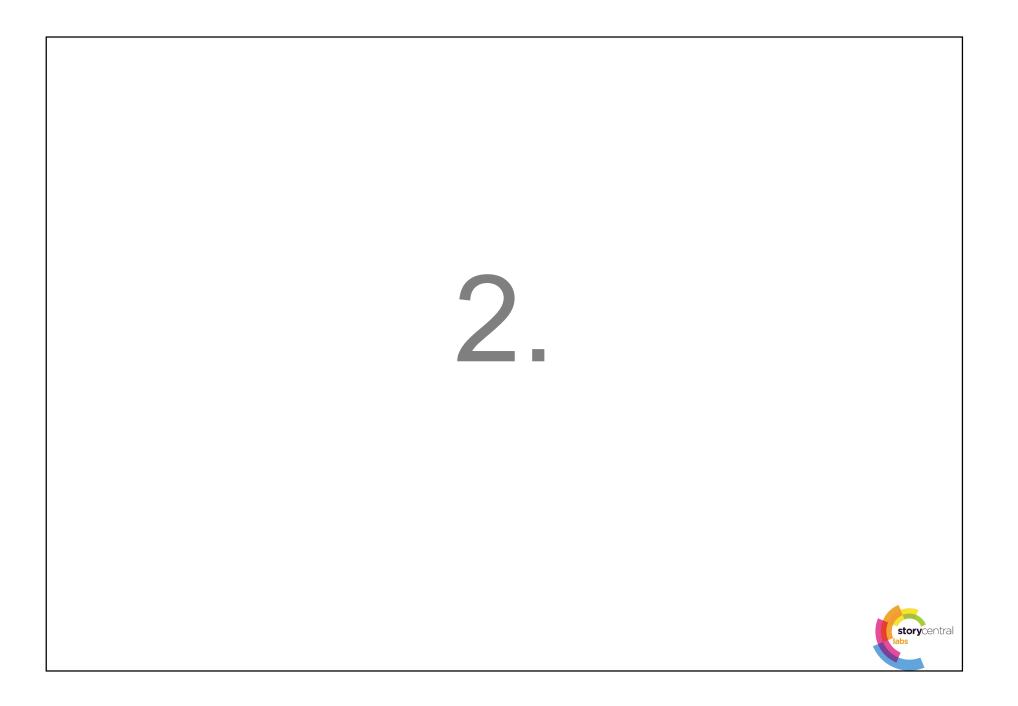










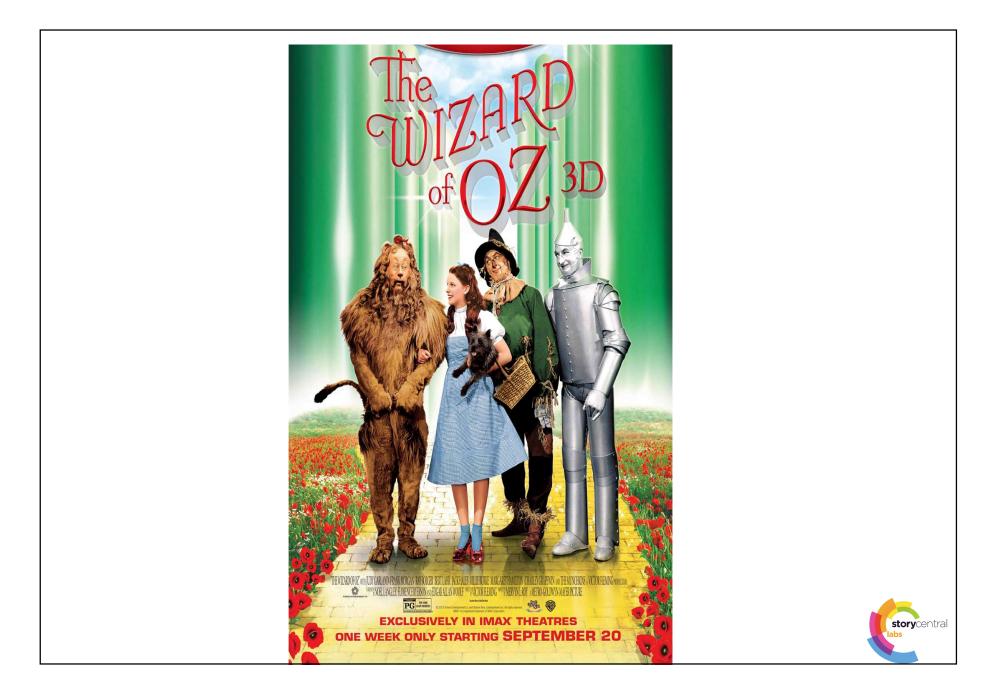


Our hero stumbles into a brave new world.

At first he is transfixed by its splendour and glamour, but slowly things become more sinister...







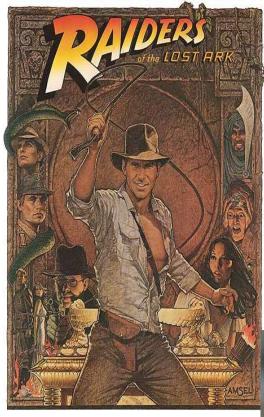




When a community finds itself in peril and learns the solution lies in finding and retrieving an elixir far, far away, a member of the tribe takes it on themselves to undergo the perilous journey into the unknown...



The Return of the Great Adventure.

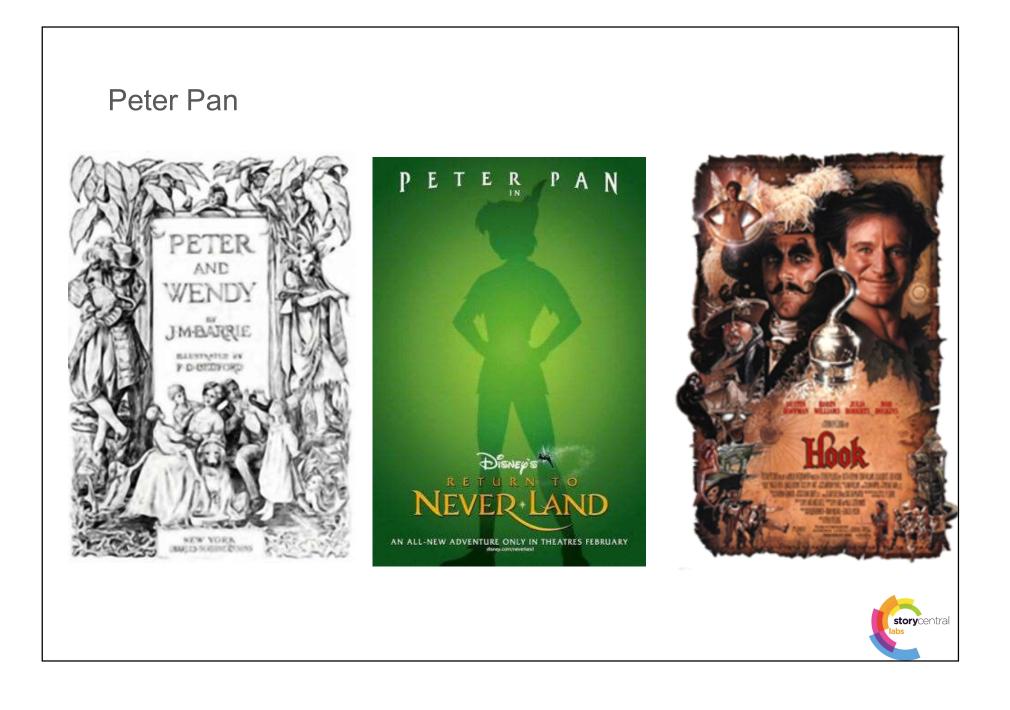












With audiences

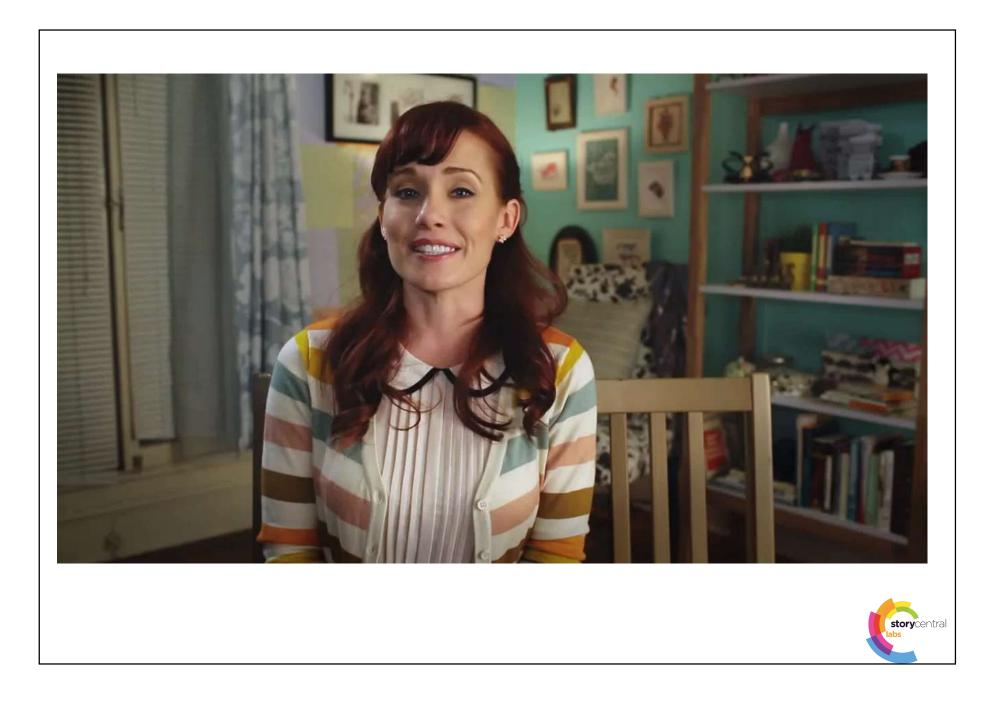
- at the forefront of modern storytelling,
- vocal and active on social media,

Storytellers need:

- genuine, relevant and credible processes for storyworld building techniques,
- fundamentals of thematic storytelling,
- levels of immersion & experience design









The evolution of conversation between storyteller & audience















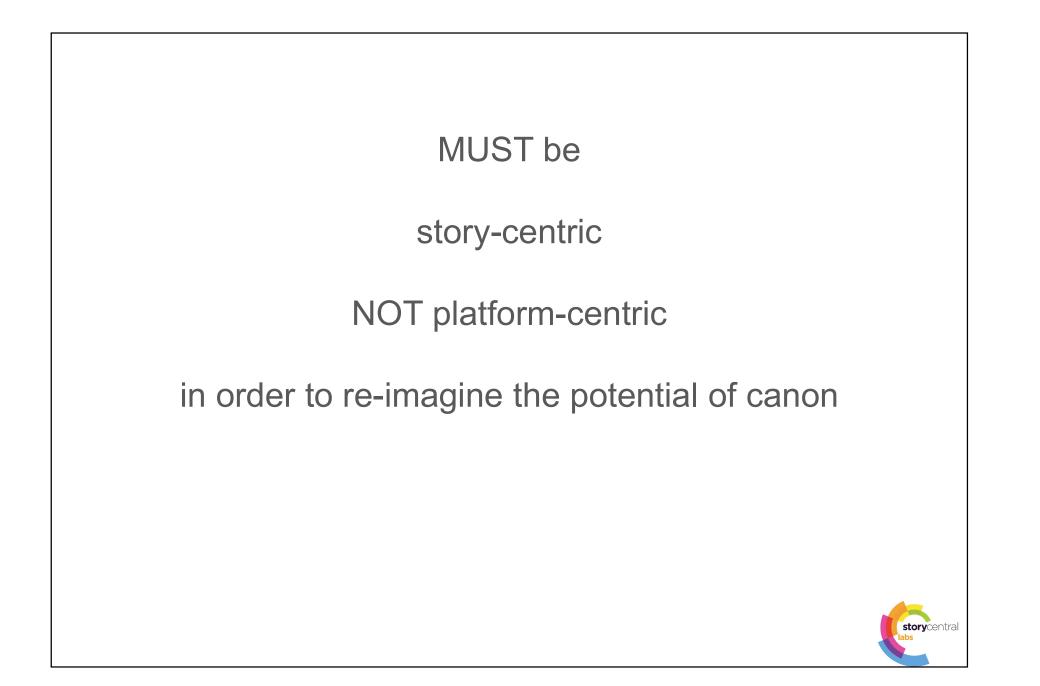
"When I first started, you would pitch a story because without a good story you didn't really have a film.

Later, once sequels started to take-off, you pitched a character because a good character could support multiple stories.

And now, you pitch a world because a world can support multiple characters and multiple stories across multiple media."

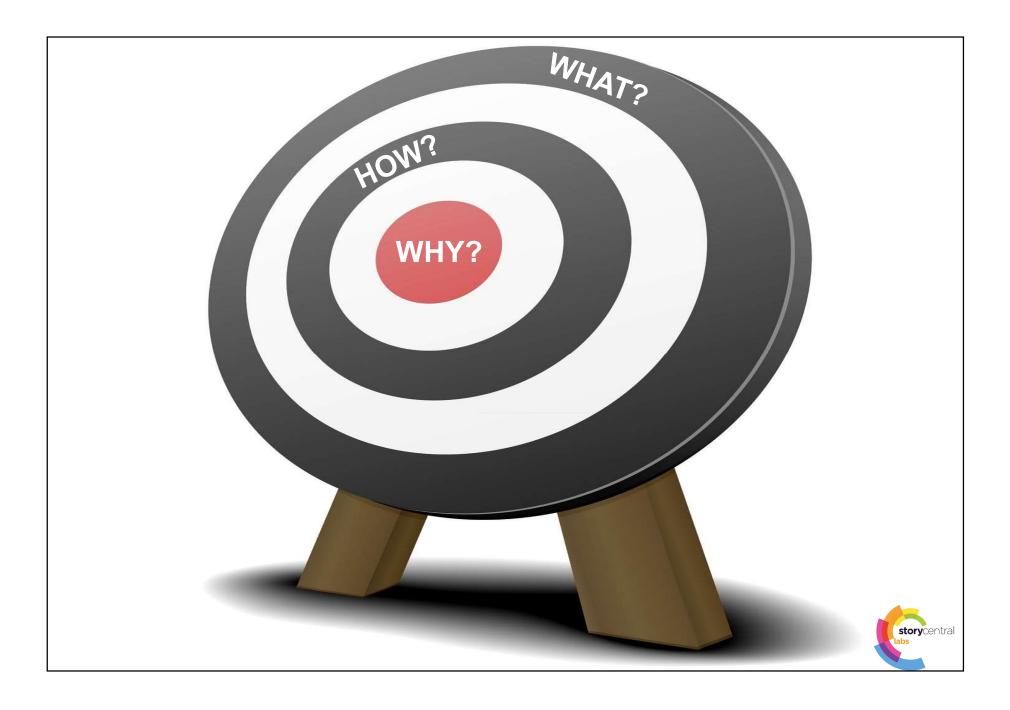
> Hollywood scriptwriter cited by Jenkins in "Convergence Culture" (2008, p116)

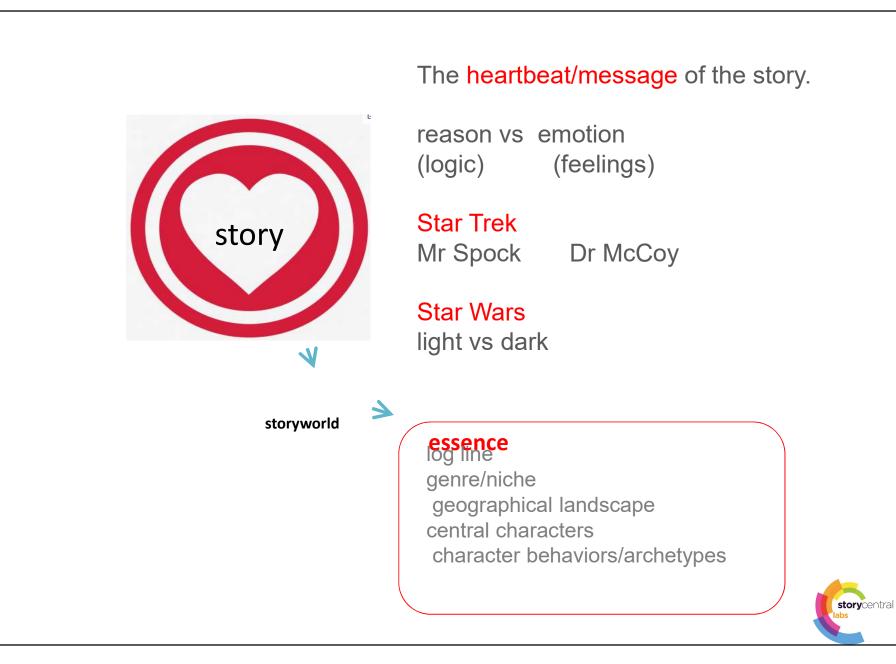




Theme: The Big Idea









On the face of it the story is about a fictitious world Pandora and the message seems primarily political as we watch the inhabitants of this beautiful world fiercely trying to protect their environment and prevent the bulldozers from wiping them, and Pandora, out. However the subliminal message of Avatar = the ability to 'see'. The message and heart of the story is about seeing – seeing another world, way of life, an opening of eyes (and minds) to different/new ways to live and exist and 'seeing' life from another perspective. The recurring image for Avatar is the large green eyes. Of all the images that could have been used in the marketing, trailers, X-box/PS3 games, for Avatar it was no coincidence that these images were chosen.







"So we're supposed to believe that people are living one way while secretly thinking the exact opposite? That's ridiculous."



Tribes (formerly known as audiences)



exclusive inclusivity



BE PART OF SOMETHING

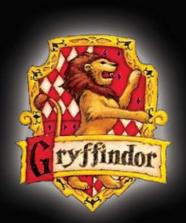
#MMXV52 @STORYCENTRAL

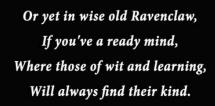
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You might belong in Hufflepuff, Where they are just and loyal, Those patient Hufflepuffs are true And unafraid of toil. You might belong in Gryffindor, Where dwell the brave at heart, Their daring, nerve and chivalry Set Gryffindors apart.



Or perhaps in Slytherin You'll make your real friends, Those cunning folk use any means to achieve their ends.







"You have this incredible confluence of a medium coming into its own just as the technology for that medium is drastically shifting.

Studios and networks who ignore either shift - whether the increasing sophistication of storytelling, or the constantly shifting sands of technological advancement - will be left behind."

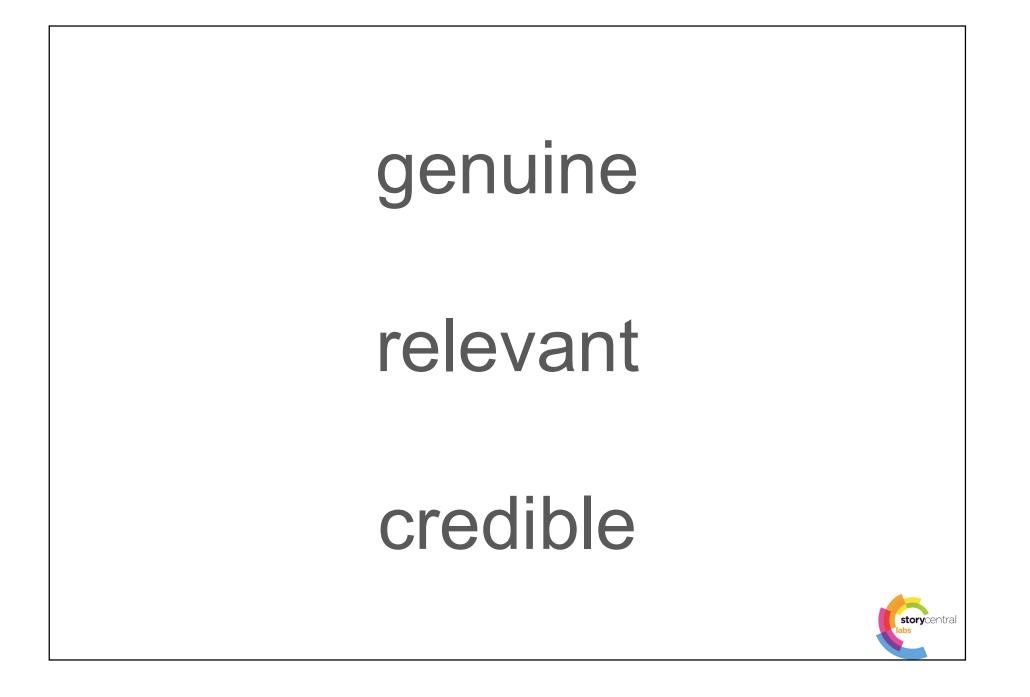
Kevin Spacey keynote, Edinburgh International Television

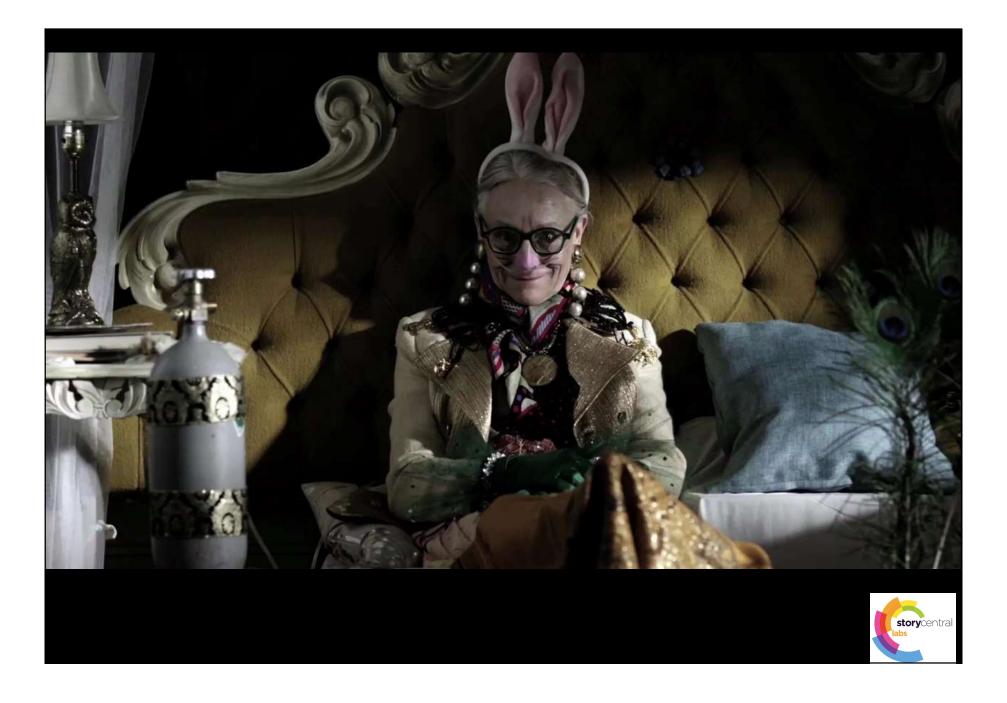


increasing sophistication of storytelling,

Kevin Spacey keynote, Edinburgh International Television















Story is about eternal, universal forms, not formulas.

Story is about archetypes, not stereotypes.

Story is about thoroughness, not shortcuts.

Story is about mastering the art, not second-guessing the

marketplace.

Story is about respect, not disdain, for the audience.

Story is about originality, not duplication.







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