

# BELONGING CREATIVE

KC Notes

Good Belonging creatives are...

Subtle **surprising** authentic recognisable **emotional**

(Size of text determines how much he emphasised them)

- You *should* write about something you've **experienced** – take the framework from yourself and write a story, e.g. something you've been obsessed with

Do's and Don'ts

(Or, random notes that I haven't sorted out)

**Do not:**

be **overfamiliar** (e.g. don't write a story that readers will already know the plotline)

make something **horrible** happen

make one dimensional characters – characters **do not necessarily have to be GOOD or BAD**

**Instead:**

Create an **identifiable central character**

Create a **progressive plot** that is interesting and engaging (and **surprising**)

Retain the **surprise**: it is possible that your story has too much **melodrama** in the introduction, making the complication and resolution less 'surprising'

The character's actions should be **minimal and conservative** – don't make too radical actions

Structure

- Introduction, Complication, Resolution
- **Introduction** – “What is our **problem**” – a problem should be identified before the story progresses
- **Climax** – “Everything does not work out” – there may be a **spiral** of problems occurring
- **Resolution** – the central character should become **changed** – there should be a **transformation**
  - Delivers the **meaning** of the story

Story

- Make your story an **adventure** – research a topic that is recent
  - Setting and time should be **unique, unusual** but also authentic

- **Backstory – ideas and language** the character grows up with
  - The **words and mindset** of a character should be rendered into your story
  - Don't make a one dimensional character – characters are not black and white “bad and good”
    - E.g. Pirates of the Caribbean: villains with humour
  - Characters and their perspectives may be influenced **by other characters**