Sunday, July 31st - 1500 / 3:00 PM UTC (11AM EDT)

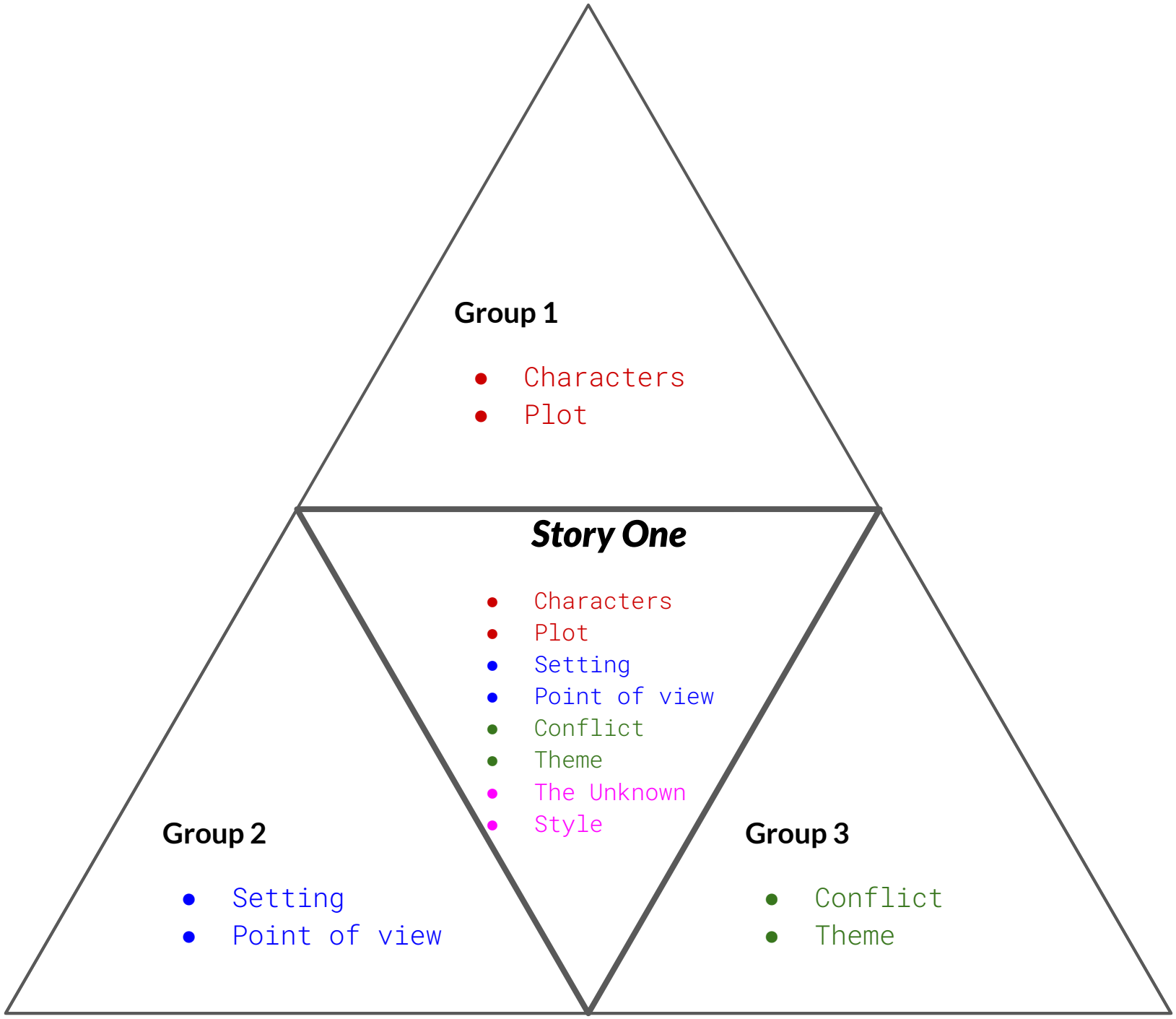


Fractal Fiction

Story One

Timeline

15 : 00 UTC	-	*Meeting starts - go over the general structure of The Fractal Fiction Process*
15 : 15 UTC	-	*Round 1 - 3 rooms , two unique story elements to discuss & 3 representatives selected*
16 : 00 UTC	-	*Return to the main chat room - light feedback*
16 : 15 UTC	-	*The three selected representatives combines the elements into an outline , Select a person to write the story.*
17 : 30 UTC	-	*Everyone is invited to give feedback on the story but not allowed to change any elements.*


Group 1
Characters
Plot
Story One
Characters
Plot
Setting
Point of view
Conflict
Theme
The Unknown
Style
Group 2
Setting
Point of view
Group 3
Conflict
Theme

ROUND ONE

Three Breakout Groups

In round one, each group will work together to co-generate the specific details of two story elements assigned to that group and then select one representative from that group to carry that vision to the next round.

Take Notes

This is a creative process and it is recommended that the groups choose one or more people to serve as note-takers.

Have fun and be playful

The fate of civilization does not rest on your shoulders here. Listen attentively to the others in your group and see if you can find ways that your ideas flow together into a harmonious, or at least humorous whole.

Focus

One recommendation is to break your session up into three fifteen minute blocks of time, and focus on: **Ideation** , **Articulation / Distillation** & **Representative Selection**

Group 1

1. Characters

Two main ways to classify them:

Role : Character role refers to the part that one plays in the story.

- Protagonist
- Antagonist
- Deuteragonist
- Tertiary
- Confidante
- Love interest
- Foil

Quality : Character quality has to do with what kind of character someone is.

- Dynamic/changing
- Static/unchanging
- Stock
- Symbolic
- Round

Read for more info : https://blog.reedsy.com/types-of-characters/

2. Plot

Plot is the sequence of connected events that make up a narrative in a novel. Generally, a plot in fiction builds up to a climax and ends in a resolution at the finish of the story.

Plot structure : the organization of events in a story.

Five-stage architecture for all stories proposed by Gustav Freytag :

1. **Exposition**: The de-facto introduction that brings out the story's cast of characters and plants the seeds of conflict.
2. **Rising Action**: In which a series of events (usually triggered by an inciting incident) escalates and sets the rest of the story in motion.
3. **Climax**: The moment of peak tension in a story — in other words, what everything else builds up to.
4. **Falling Action**: The bridge between the climax and the resolution in which subplots and mini-conflicts are resolved.
5. **Denouement**: the wrapping up of the whole story.

Read for more info : https://blog.reedsy.com/what-is-plot/

Group 2

1. Setting

The core elements of setting—including physical location, time period, and background events—are the foundation upon which writers build their plotline and main character's development.

Elements of a Good Setting

1. Specificity: When readers praise an author's worldbuilding abilities, they're usually referring to the level of specific clarity the author brings to their descriptions. Your setting should be full of ample detail about time period, geographic location, immediate surroundings, time of day, and sensory details—what the characters see, hear, smell, and touch.

2. Novelty: Each year brings many thousands of new books and screenplays to the market, and many of the stories they contain take place in familiar locations. The type of setting that stands out from the pack is one that involves an unusual time period, geographical location, or even conceptual space.

3. Familiarity: A good setting may also feel familiar to an audience. Such examples of setting include a well-known city like London or New York, or perhaps a pastoral farm setting that intentionally reminds the reader of settings they've enjoyed in other books. You can still have novelty while maintaining some aspect of familiarity that makes the story approachable for readers.

Read for more info :
https://www.masterclass.com/articles/the-elements-of-writing-a-good-setting-in-literature

2. Point of view

Point of view is the "eye" or narrative voice through which you tell a story. When you write a story, you must decide who is telling the story, and to whom they are telling it. The story could be told by a character who is involved in the story, or from a perspective that sees and knows all of the characters but is not one of them.

It can be **First person** , **Second person** or **Third person** point of view.

Read for more info :
https://www.masterclass.com/articles/complete-guide-to-point-of-view-in-writing-definitions-and-examples

Group 3

1. Conflict

In literature, conflict is any struggle that characters must overcome to achieve their goal. It can be a ‘real world’ obstacle or antagonist (external conflict) or some inner turmoil that our heroes must confront before getting what they want or need (internal conflict).

The seven most common types of conflict :

1. Character vs. Character(s)
2. Character vs. Society
3. Character vs. Nature
4. Character vs. Technology
5. Character vs. Supernatural
6. Character vs. Fate
7. Character vs. Self

Read for more info : https://blog.reedsy.com/guide/conflict/types-of-conflict/

2. Theme

A literary theme is the main idea or underlying meaning a writer explores in a novel, short story, or other literary work. The theme of a story can be conveyed using characters, setting, dialogue, plot, or a combination of all of these elements.

6 Common Themes in Literature :

1. Good vs. evil
2. Love
3. Redemption
4. Courage and perseverance
5. Coming of age
6. Revenge

Read for more info :
https://www.masterclass.com/articles/the-complete-guide-to-narrative-theme-in-literature-definition-examples-and-writing-how-to

ROUND TWO

Round Two will last an hour and fifteen minutes during which time the three representatives will attempt to artfully incorporate their respective story elements into a rough outline and then select one from among them to be writer. Optionally, one may be selected as editor, and the third can remain available as an advisor.

During round two it is permissible to introduce a new element,

- **The Unknown**

  The Unknown can impose upon or augment, but should not completely override, any other story element.

  Eg : Aliens, magic powers, any particular situation, easter eggs: opaque or hidden themes, conflicts, characters, etc.

ROUND THREE

Round Three lasts one week.

Writer, Editor, and Advisor / Co-editor shall collaborate to produce a final draft, on schedule, of a story to be published in *Immutable Realms, Volume One*.

Writer shall be wholly responsible for producing a solid first draft. They may solicit feedback from the Editor and Advisor, and incorporate that feedback into a second draft, and so forth. In any case, the Writer shall be the sole "author" of the drafts, for they are responsible for introducing the seventh sacred element of the story.

- **Style**

  The Voice, Tone, Diction, Punctuation, and manner of writing that will be used to produce a truly unique piece of art.