

DIGITAL STORYTELLING (DST) STEP 3: SCRIPTING AND STORYBOARDING

DST3-1: UNDERSTANDING PLOT STRUCTURE

Phase 1) Analysis of plot structures

- There are several ways to structure a story. To get started, study this diagram about the [plot structure of any story by Jason Ohler](#).
- The basic 5-part structure of a story can also be designated in the following ways (don't worry about the overlapping concepts and terms):
 - Beginning (call to adventure) or inciting incident = Introduction
 - Problem (tension) = Rising action
 - Middle (conflict) or all-is-lost moment = Climax
 - Solution (resolution) = Falling action
 - End (closure, learning) = Resolution

Phase 2) Plan a step-by-step story structure

- Use this tool to help you: **A** for Introduction; **B** for Rising action; **C** for Climax; **D** for Falling action; and **E** for Resolution.
- Describe the five elements of your story structure by filling out the table below (A-E):

Structure	Content	Your example: Include description of setting, plot, characters, and dialogue
A: Introduction	A situation is described; an inciting incident occurs.	
B: Rising action	The protagonist actively pursues a goal. A problem is presented.	
C: Climax	A point of no return, from which the protagonist can no longer go back to the status quo. There seems to be no solution to the problem.	
E: Falling action	In the aftermath of the climax, tension builds, and the story heads inevitably towards some kind of resolution.	
F: Resolution	The problem is solved or another problem begins.	

Adapted from: [Story Structure: 7 Narrative Structures All Writers Should Know \(reedsy.com\)](#)

