

ABOUT DRAMATURGY

1. Early revelations

Aristotle is one of the best known and influential philosophers of all time. In his book «Poetics» (335 BC), he supported, among other things, a story telling rhythm. That is, the story follows a structured development leading to a sense of resolution for the audience. He pointed out that this should not be achieved through effects, such as stage trappings and music, but preferably through plot structure. The characters are a means of driving the plot. Therefore, the actors do not imitate the characters, but they adopt their character as a part of the plot. (www.wikipedia.org)

2. Three acts

Syd Field is an American writer who became one of the most influential script writers in the film industry. Fields most important contribution to the area of structure was the division of a script into three acts (a fallback to Aristotle). In this division a script begins with half an hour of introductory information about the characters and their background story. Thereafter the plot reaches a turning point (plot point) that sets a goal for the protagonist that he must achieve. During half of the film the hero tries to reach this goal. Syd Field calls this the confrontation period. The last quarter of the film is the resolution and culminates with the conclusion of the film. (www.wikipedia.org)

4. Eight sequences

The eight sequence method was developed by the producer and writer Frank Daniel. It is part of the standard curriculum at the USC and the NY film schools. It is also earning increasing significance in Europe. Intuitive dramatic events are clarified by the eight sequence method. Writers who use it have at their disposal a powerful dramaturgical tool and a constructive vocabulary. (www.berlinscript.de)

The eight sequence method deepens and reinforces the plot as well as the character development of the protagonist. Writers are deliberately given the task of dividing the three acts of a script into 8 sequences according to their dramatic significance.

Act	Seq	Content of sequences (example)	Turning Point
1.	1.	The current world of the protagonists, Status Quo	
			Point of attack Introduction of the problem
	2.	The new situation	
			Decision point The protagonist makes a decision
2.	3.	The new road is bumpy	
	4.	There is a will, but there is still a long road to travel	
			Midpoint, 1. Culmination Point
	5.	Examine old options, figure out new ones	
	6.	The road to conflict and the willingness to face it	
			2. Culmination Point
3.	7.	The ultimate conflict	
			Twist (Outcome of conflict)
	8.	The new life	

Inspired and adapted from: <http://indiefilmstar.wordpress.com/2010/02/15/designing-a-story/>)

4. Tips by Schrader

An individual method has been developed by Paul Schrader (writer, director and educator). He starts out by stating that the conventional feature film contains around 40 events, so to speak 40 scenes. His technique consists of writing the events down on a single page, assembling them into different combinations and evaluating the effects and relationships between the events.

