



Key Aspect: **Narrative**

Higher Media

NARRATIVE

- This key aspect looks at the way stories and messages in media are **shaped** or **structured**.
- By examining **narrative structures**, **codes** and **conventions**, you will begin to plan how to shape your own text(s).
- When we watch a film/television programme/film trailer/advert, we are caught up in the **story** (*the narrative*) that it is telling and accept everything that happens on the screen as natural.

NARRATIVE

- In fact, everything that we see has been **carefully** chosen and **arranged** to ***appear*** natural (although not always as some film-makers deliberately set out to create an ***unrealistic*** narrative).
- Despite the fact that there are many different types of stories, **all narratives share certain common qualities**. That is, there is an *underlying structure* that can be examined and analysed in each moving-image text.

setzen

NARRATIVE

STRUCTURES

CLASSIC HOLLYWOOD NARRATIVE

Equilibrium (*normality*)



Disequilibrium (*disruption of normality*)



Process/Quest



Resolution



Return to Equilibrium (*normality*)
or **New Equilibrium** – Tzvetan
Todorov

e.g. Independence Day



TODOROV'S MODEL OF NARRATIVE THEORY is a useful model to remember.

There are several versions of it, but the most straightforward one is outlined on the next slide...

PS: It is also available as a download from the blog!
(Hint! Hint!)

highermediastudies.wordpress.com

TODOROV'S MODEL OF NARRATIVE THEORY

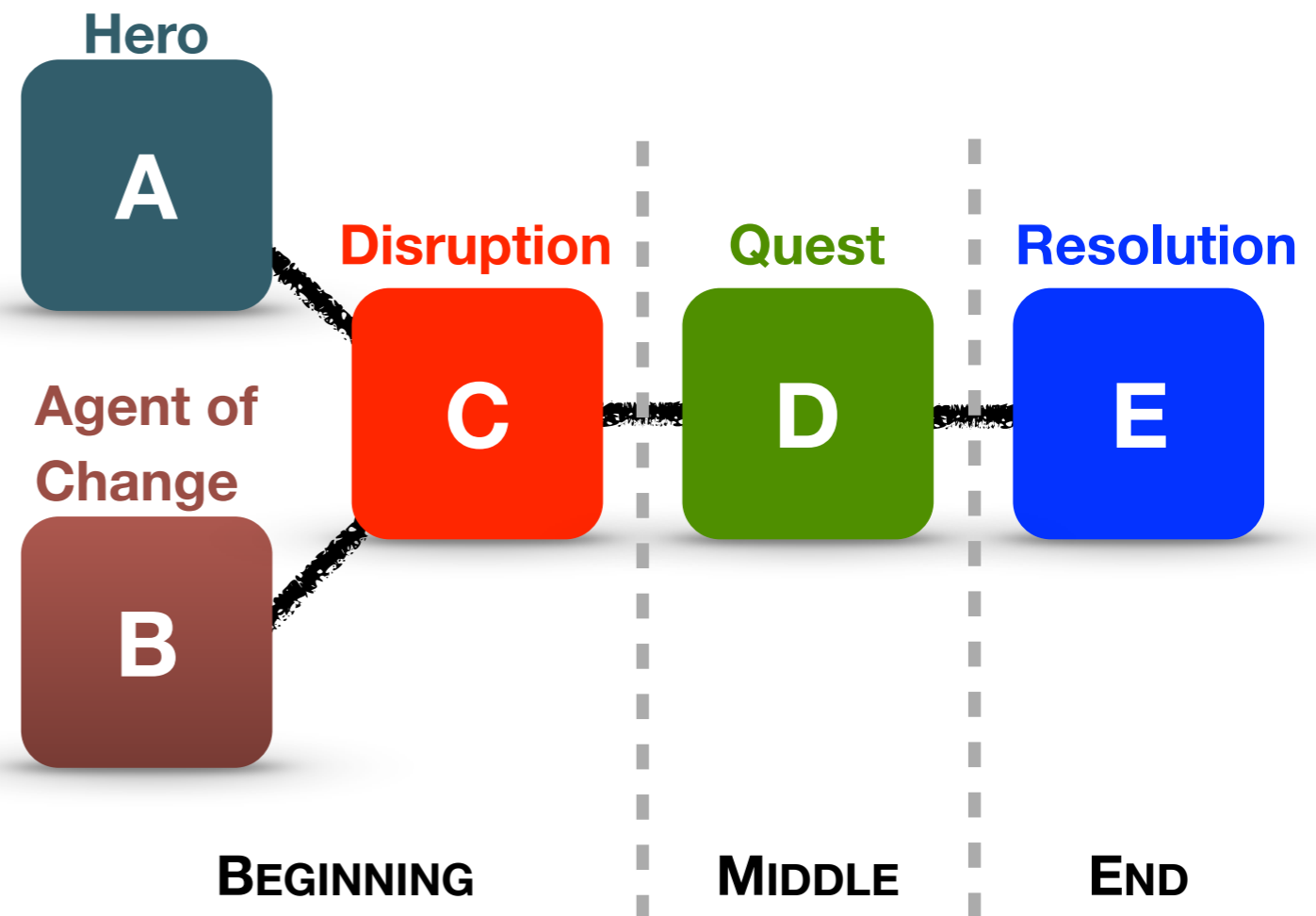
Tzvetan Todorov was a very smart French-Bulgarian who spotted that an awful lot of stories follow a similar pattern.

Todorov said that lots of stories have the following things:

- A. a Hero
- B. an Agent of Change
- C. a Disruption
- D. a Quest
- E. a Resolution

What this means is that the hero(A) has a disruption or problem(C) that is caused by an agent of change(B). The story ends when the disruption is resolved(E), and most of the story will be a quest or journey(D) to solve the disruption. A quick example might help explain this. Can you identify this film:

A big fish(B) is eating people(C) and this is causing the Chief of Police(A) a problem. He chases the fish(D) and kills it(E), thus resolving the problem.



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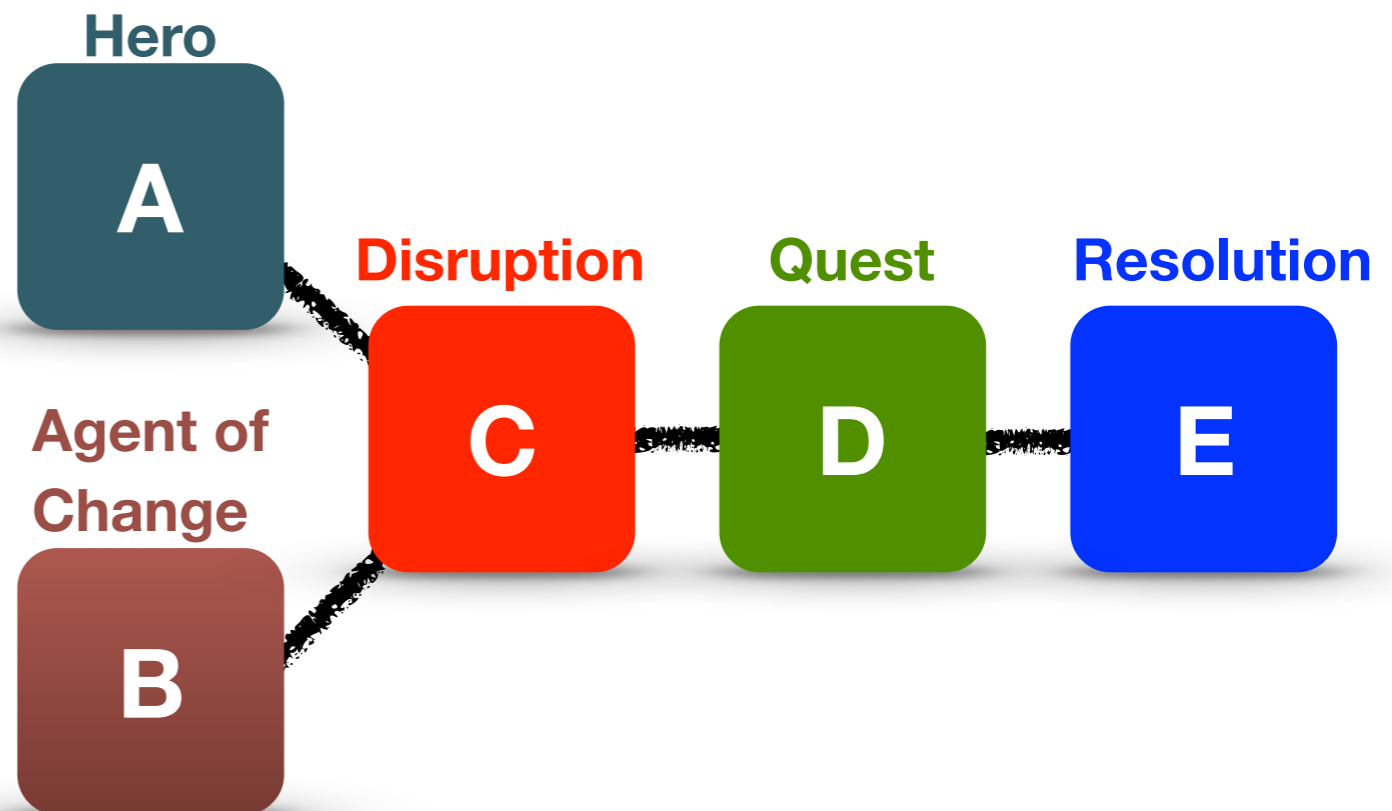
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Now, can you do a similar exercise for these well known stories?

Snow White, E.T., Shrek...

Keep watching out for this structure when you read other stories or see other films... you will spot it!

CHRONOLOGICAL

Chronological or linear –

events unfold in order (beginning, middle, end)

e.g. Cloverfield



NON- CHRONOLOGICAL

Non-chronological or non-linear

flashback/forward/dream

eg: Citizen Kane,
Kill Bill Vol. 1 & 2,
One Hour Photo,
Lost



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MULTIPLE STORYLINES

Multiple story-lines or Interwoven story-lines

draws upon Vladimir Propp's*
character driven narrative

e.g. Game of Thrones

**You'll be learning about Propp before
the week is out!*

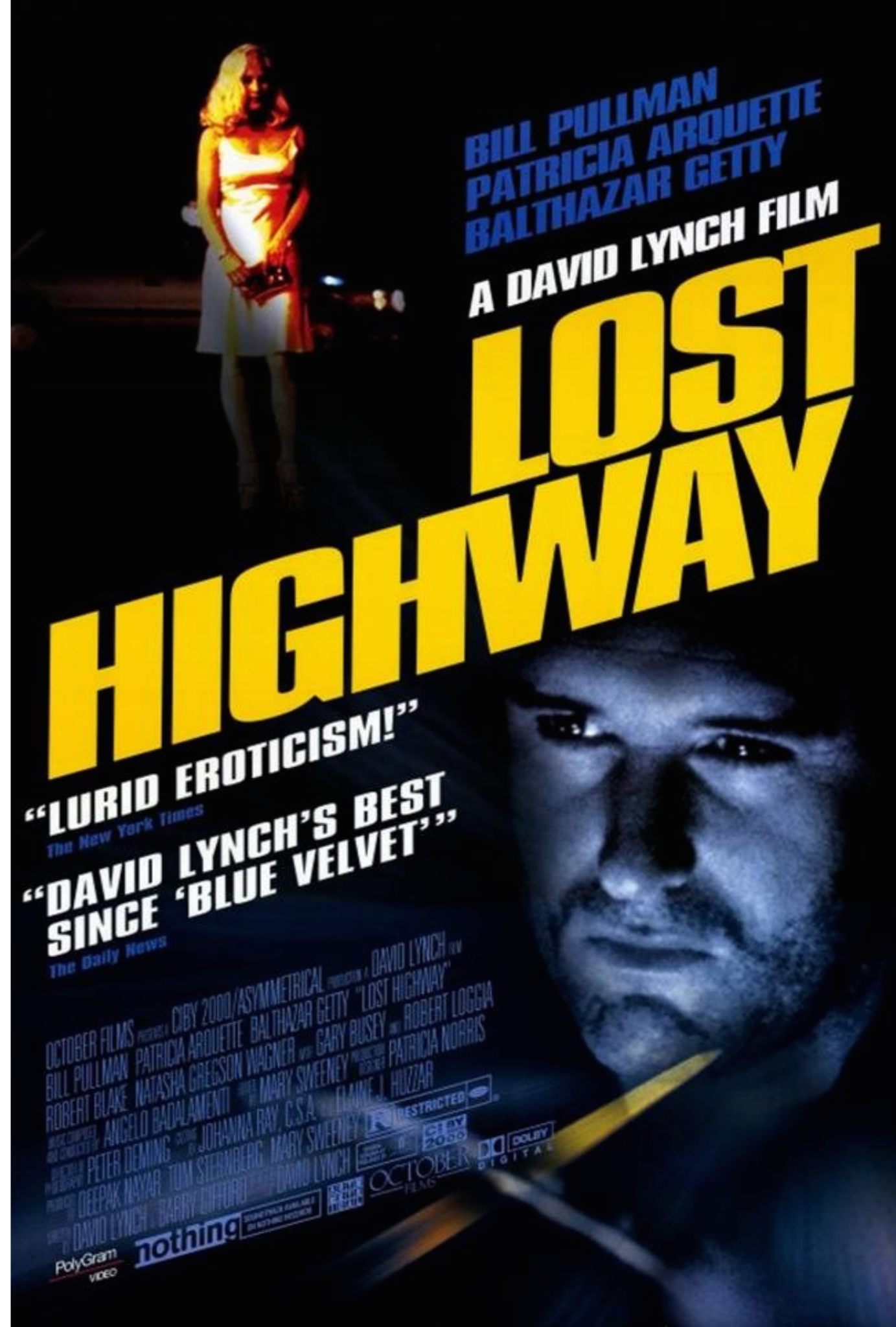


FRAGMENTATION

Fragmentation or Fragmented

narrative that needs to be pieced together, like a jigsaw puzzle, in-order to make sense

eg: Lost Highway

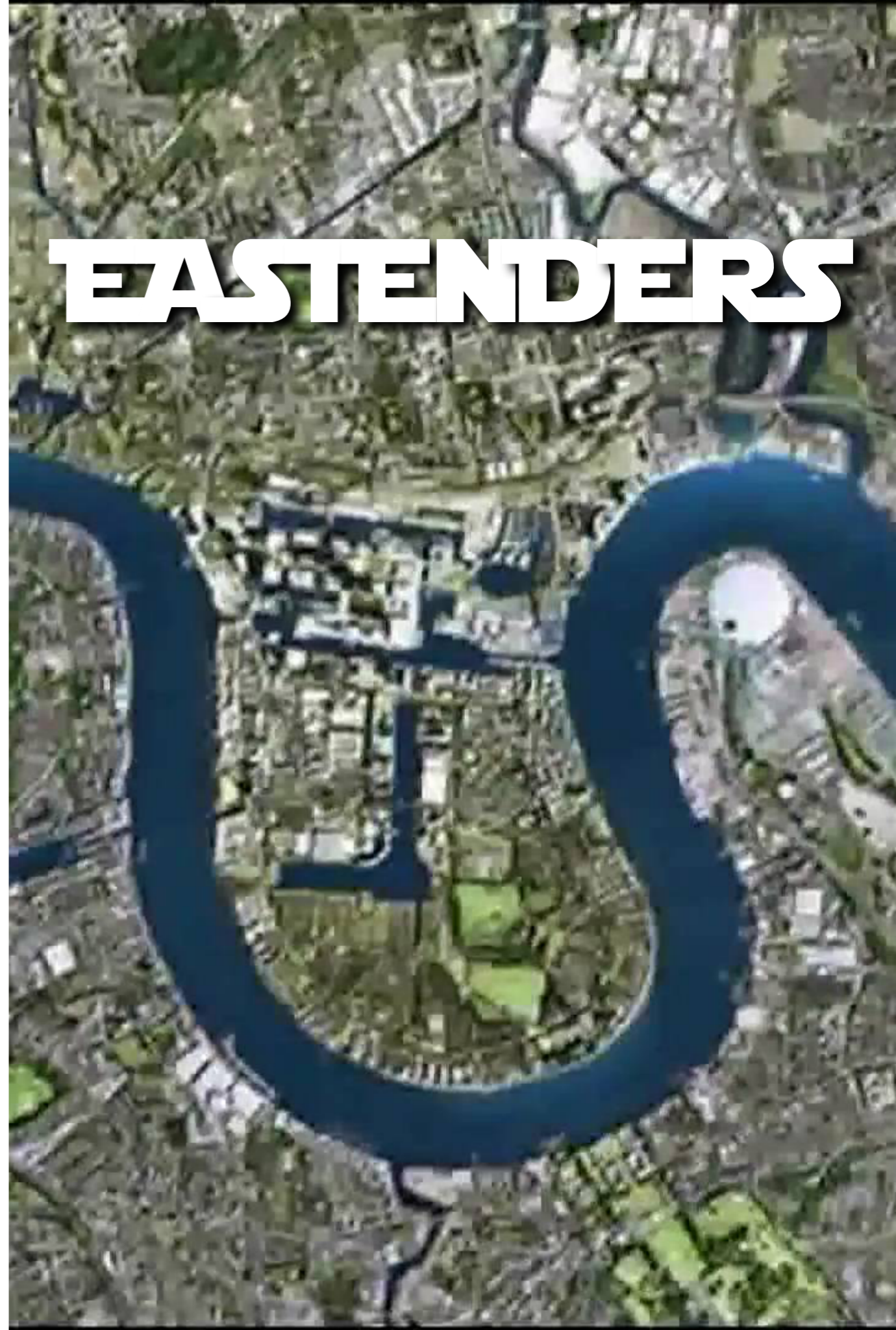


EPISODIC STORY-LINES

Episodic story-lines

TV serial and series, film trilogies/
franchises

eg: Eastenders, Star Wars



INVESTIGATION

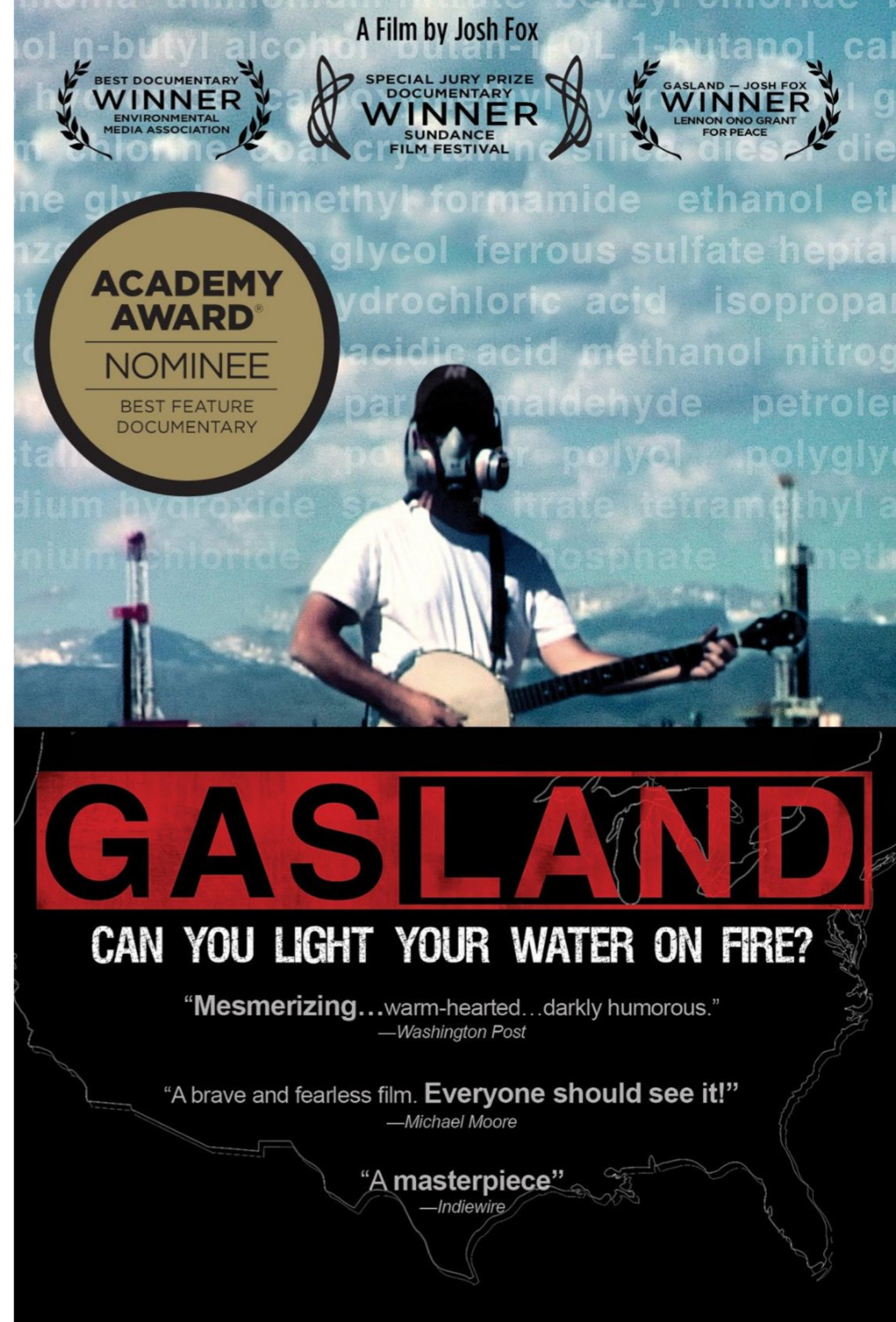
Investigation

interview, observation,
presentation of data

non-fiction documentaries using
real life

eg: *Gasland*

POM Wonderful presents...

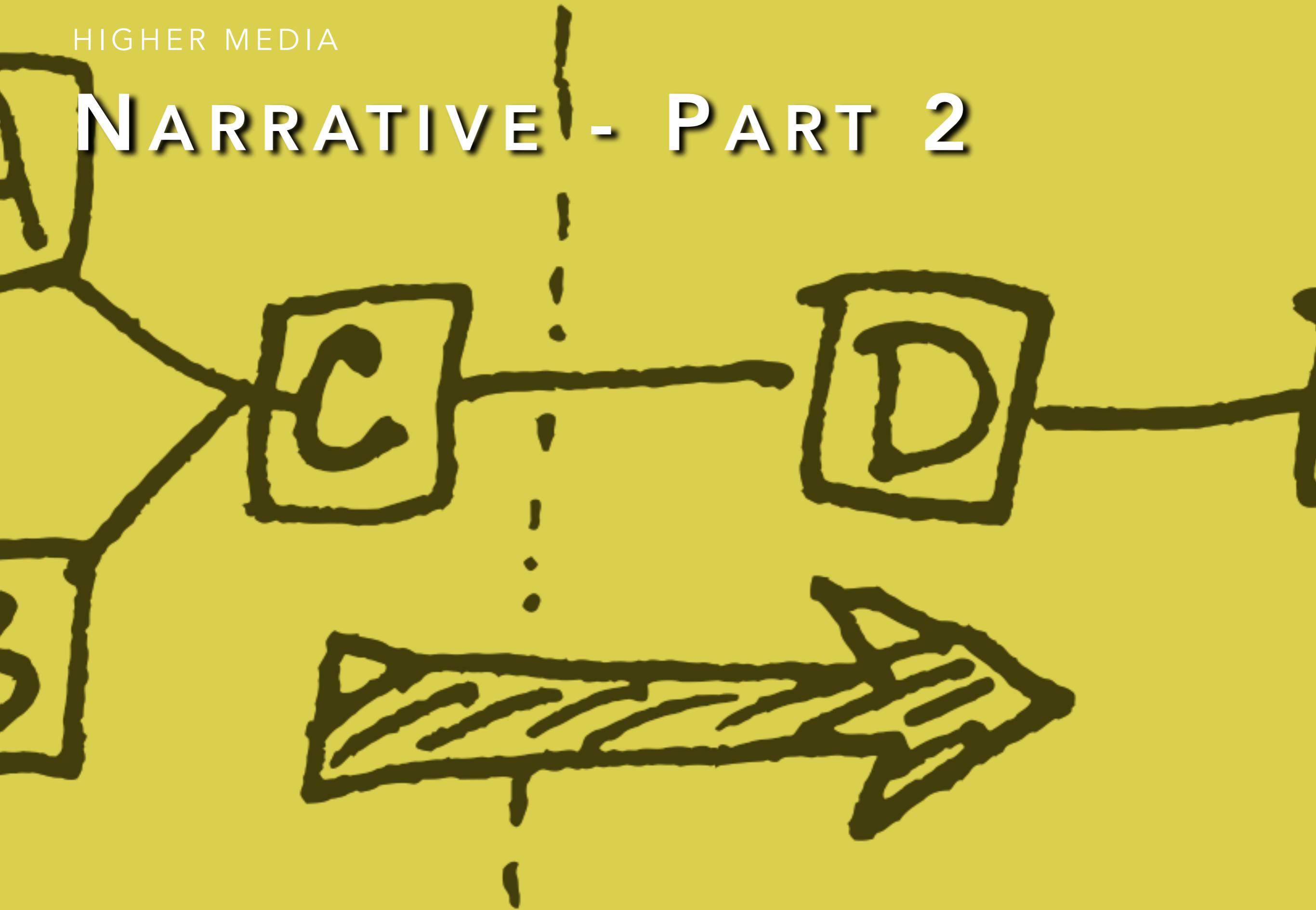


RECAP: 7 NARRATIVE STRUCTURES

- **Classic Hollywood Narrative** (*Todorov*)
- **Chronological / linear** (*events unfold in order*)
- **Non-chronological / non-linear** (*flashback/forward/dream*)
- **Multiple story-lines / Interwoven story-lines** (*Propp*)
- **Fragmentation / Fragmented** (*jigsaw*)
- **Episodic story-lines** (*series*)
- **Investigation** (*documentaries*)

HIGHER MEDIA

NARRATIVE - PART 2



NARRATIVE: RECAP

- **Classic Hollywood Narrative** (Todorov)
- **Chronological / linear** (events unfold in order)
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NARRATIVE: DELVING DEEPER

- **Story**
- **Plot**
- **Narrative Structures**
- **Resolution and moral of story**
- **Conventions used to tell the story**
- **Codes that affect the narrative**
- **Audience engagement/hooks**
- **Narrative theories**

STORY VS. PLOT...

STORY: The actual events that *happen*, in the order they happen (*i.e. the audience's reconstruction of events*).

Story is what we **construct** from the **plot**.

PLOT: The way the creator of the text *arranges* the story (e.g. *could use flashback to tell the story*). Plot is the **sequence of events** that happen within a text.

Plot is what we have experienced/seen.

This is an important difference and needs to be remembered.

STORY VS. PLOT...

Plot: The champ, Apollo Creed, needs a new opponent when his scheduled opponent pulls out due to injury. In a decision of promotional genius, Creed gives a title shot to down-on-his-luck journeyman Rocky Balboa on the country's 200th anniversary. Rocky goes on to shock the world by going the distance with Creed in a competitive fight.

His whole life was a million-to-one shot.

ROCKY



ROBERT CHARTOFF · IRWIN WINKLER · JOHN G. AVILDSSEN · SYLVESTER STALLONE, "ROCKY"
ALSO STARRING TALIA SHIRE · BURT YOUNG · CARL WEATHERS · BURGESS MEREDITH · SYLVESTER STALLONE
PRODUCED BY IRWIN WINKLER AND ROBERT CHARTOFF · DIRECTED BY JOHN G. AVILDSSEN · EXECUTIVE PRODUCER GENE KIRKWOOD · MUSIC BY BILL CONTI

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ORIGINAL MOTION PICTURE SOUNDTRACK ALBUM AND TAPE AVAILABLE ON UNITED ARTISTS UA RECORDS

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STORY VS. PLOT...

Story: Rocky, the underdog, overcomes great odds to find love and self-worth in going the distance with the champ.

His whole life was a million-to-one shot.

ROCKY



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PLOT

- Michael Corleone, the son of Mafia kingpin Don Vito Corleone, returns home from the war. In a meeting with other mob bosses, Don Corleone refuses to get into the heroin business. Someone attempts to murder Don Corleone who is shot several times in the attempt. Don Corleone's top man, Tom Hagen, is abducted and an ultimatum is issued to Sonny, the oldest Corleone son. Sonny retaliates by killing the son of another mafia boss.
- Michael, the lone Corleone son who stayed away from the family business, volunteers to kill a mob boss and a corrupt cop to avenge his father and succeeds in doing so. Michael is sent to Sicily for his protection and Don Corleone is distraught to learn that Michael has taken up the family business. Sonny is gunned down at a toll booth. Don Corleone meets with the mob bosses and agrees to back the drug trade in an effort to end the mob war.
- Michael returns from Sicily and takes over the family business. He promises to his girlfriend Kay that he will legitimize the family business within five years. Michael attempts to get into the casino business and is forced to resort to tactics even more brutal than his father's to get his way. He also confronts his older brother Fredo, who was passed over because of his weakness, and warns him to never again take sides with anyone against the family.
- Vito passes away from a heart attack. Michael arranges for the murder of the heads of the Five Families. This completes Michael's rise to power as the new "Godfather" and finishes his revenge against those who attacked his family.



STORY

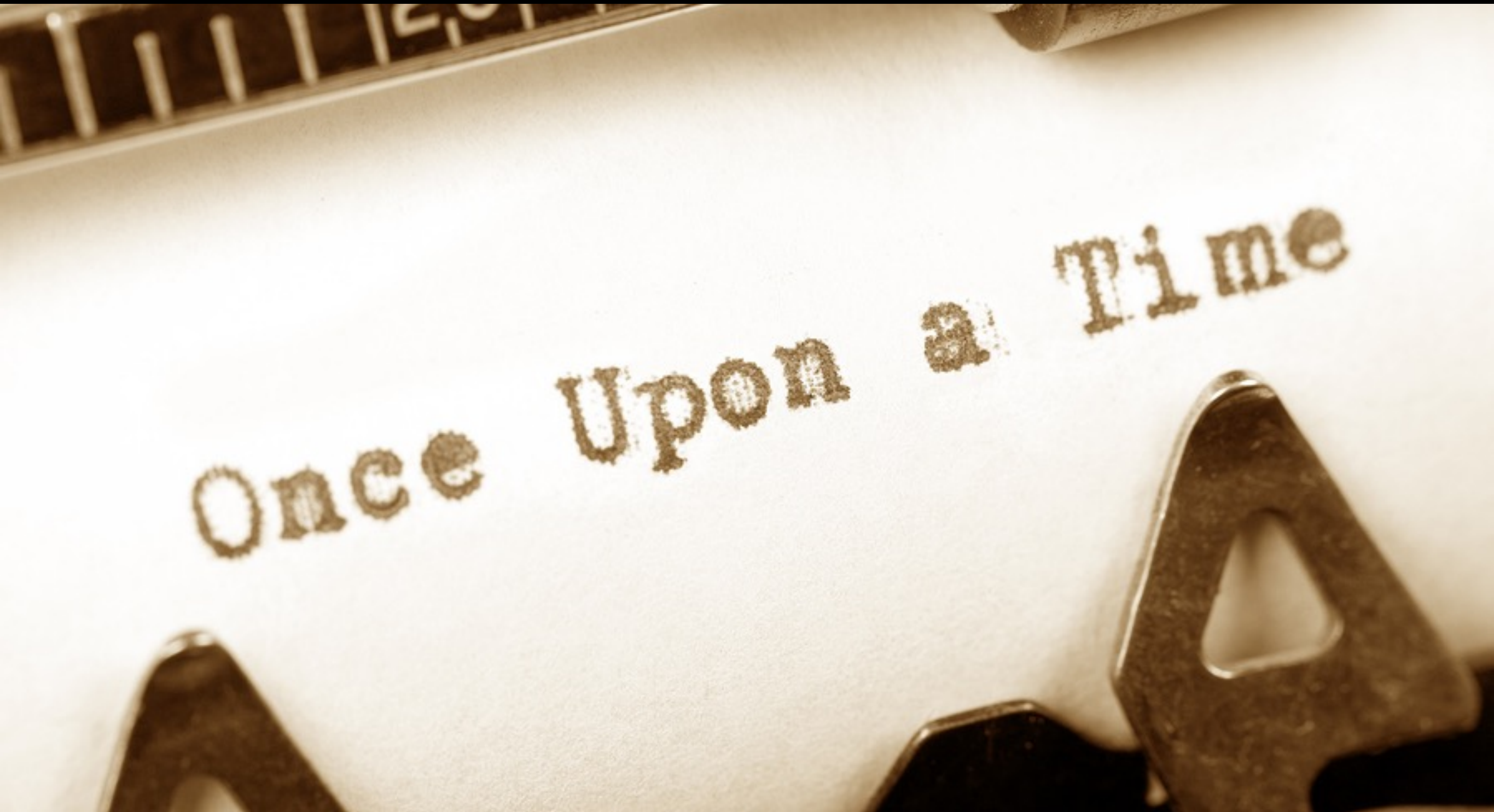


- The movie is about the corruption of Michael Corleone as he takes over the family business replacing his father after his death.



HIGHER MEDIA

SO, JUST HOW MANY STORIES/
PLOTS ARE THERE?



Once Upon a Time



~~Losing~~ ^{finding} the Plot

The **PLOT** is what we call the **main** sequence of events in a film (which may include the use of flashbacks!)

All the extra added bits are what turn the **plot** into a **story**

For Example

1. The prince searches for Cinderella with the glass shoe
2. Cinderella's sisters try the shoe on but it does not fit
3. The shoe fits Cinderella's foot so the prince finds her



For Example

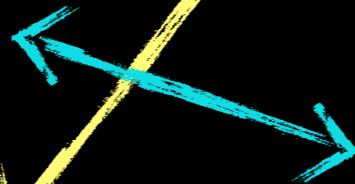
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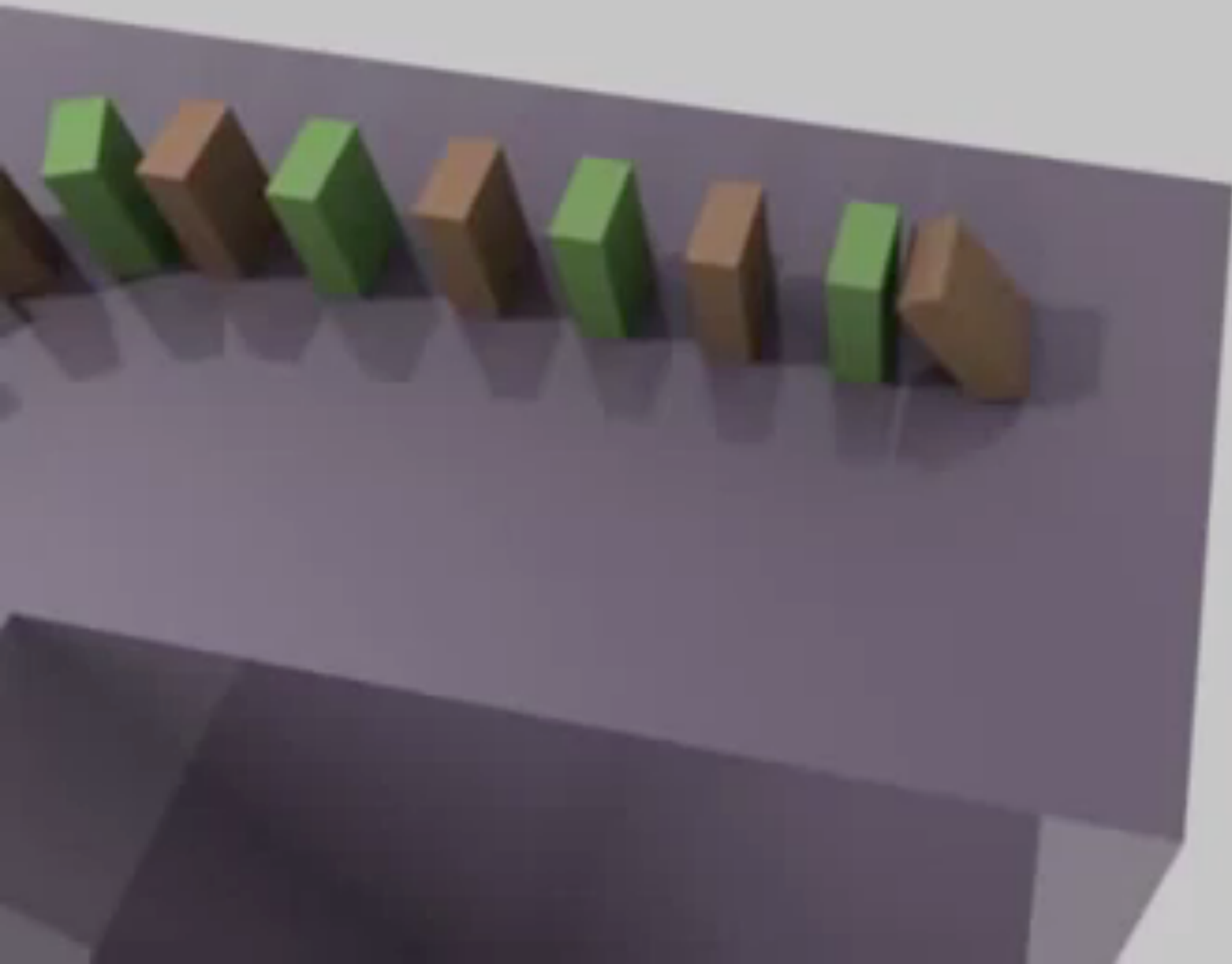
3. The shoe fits Cinderella's foot so the prince finds her

Number 3 happens as a result of number 1. They are essential for the **plot**.

Number 2 is not essential for the plot, so is just part of the **story**.



In a way, the **plot** is a bit like a domino rally.
One thing makes something else happen until
we reach the end.



Seven Plots

So, if we cut out **all the extra bits** from **all the stories we know**, we will find that **there are only 7 different plots** that are used in them all...



Seven Plots

Now get ready, because
you're going to find them
useful...

***HINT: Just copy down the title at
the top of each slide, you'll get a
handout with the details!***



1: OVERCOMING THE MONSTER

A terrifying, all-threatening **monster** has been terrorising a community and must be defeated by the **hero**

eg: *Shrek*



2: RAGS TO RICHES

The story of an ordinary insignificant person, usually overshadowed by someone else, who turns out to have special qualities

eg: *Aladdin*



3: THE QUEST

The hero and some companions set out to acquire an important object or to get to a location, facing many obstacles and temptations along the way.

eg: *The Lord of the Rings*



4: VOYAGE AND RETURN

The hero goes to a strange land and, after overcoming the threats it poses to him or her, returns with nothing but experience.

eg: *Alice in Wonderland*



5: COMEDY

Light and humorous character(s), with a happy or cheerful ending; often after triumphing over difficult circumstances

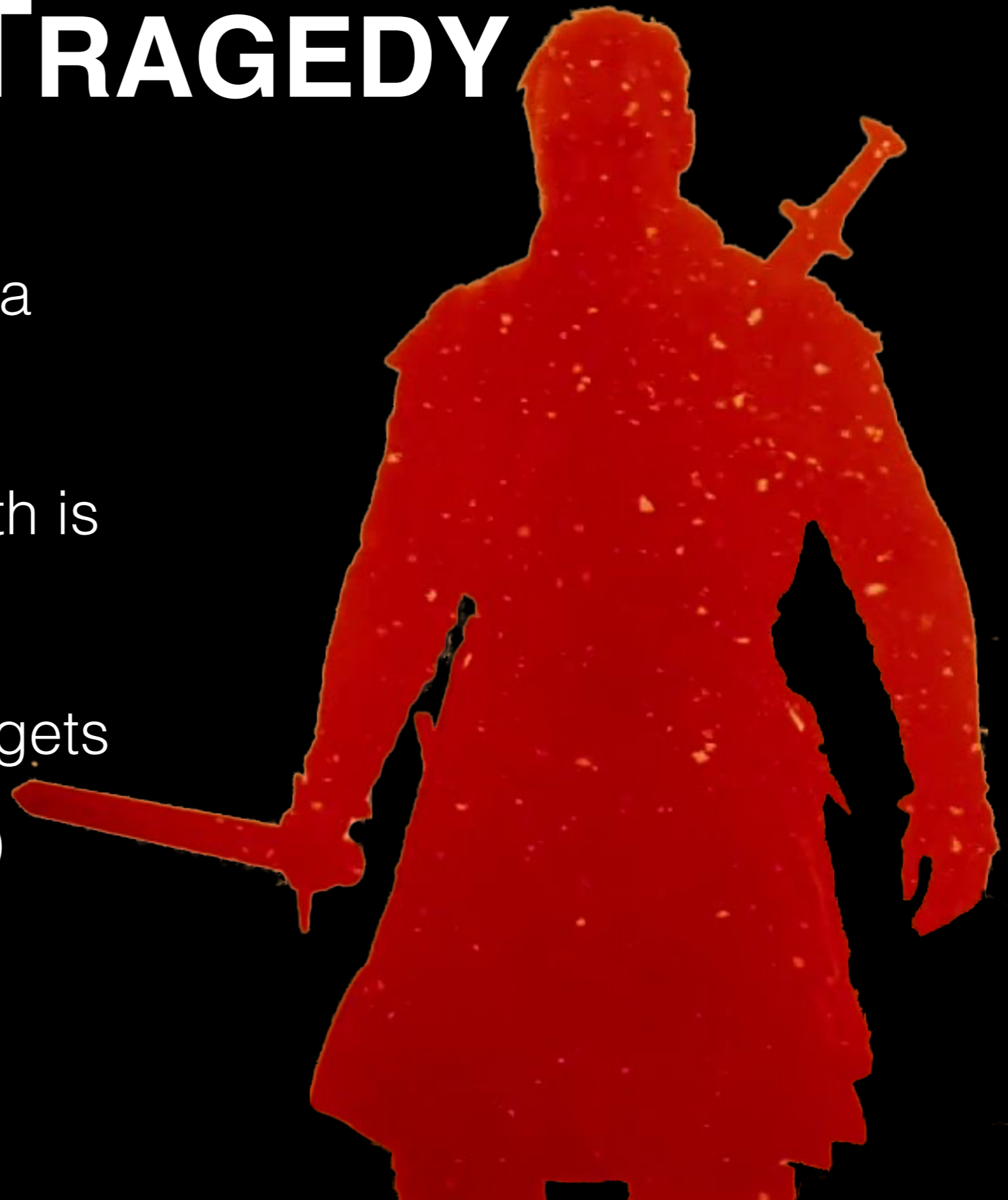
eg: *Mr Bean*



6: TRAGEDY

The main character is a villain who falls from grace and whose death is a happy ending (**or**, sometimes, he or she gets away with their deeds)

eg: *Macbeth*



7: REBIRTH

During the course of the story, an important event forces the main character to change their ways, often making them a better person.

eg: *Despicable Me*



TASK

Look at your list of stories.

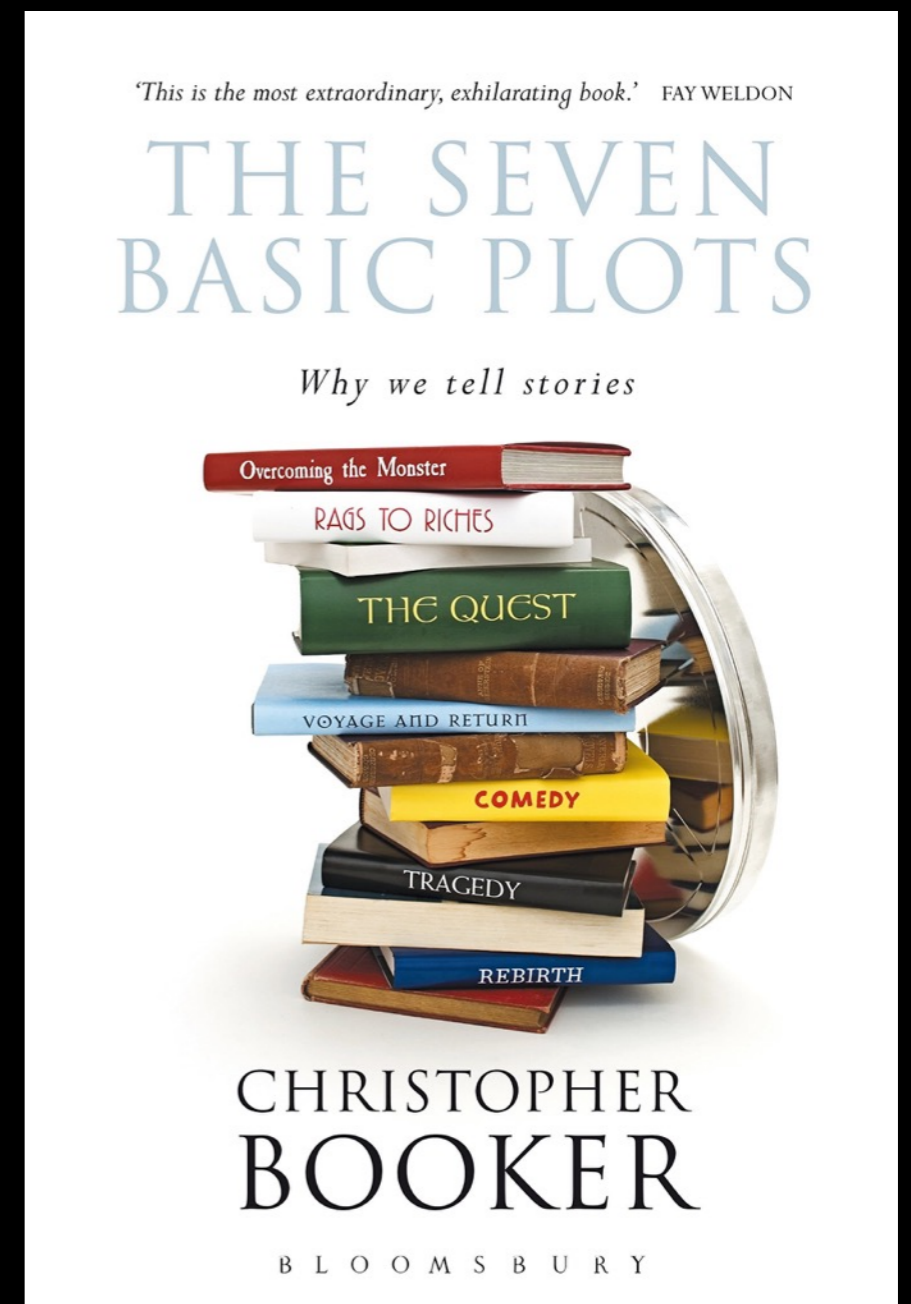
Can you identify which plots they have used?

Write down at least 3 different examples (give the TITLE of the story and the PLOT it uses.



THE SEVEN BASIC PLOTS

- The **plot** of a film is **not** the same as the **narrative structure**.
- In his book ***The Seven Basic Plots: Why We Tell Stories***, Christopher Booker outlines the 7 basic plots that he sees as being in all stories.
- His theory took him 34 years to write, and references **thousands** of stories he read in formulating it.



BLOOMSBURY

BOOKER
CHRISTOPHER

NARRATIVE STRUCTURES

- ***Narrative*** plays an important part in our lives
- ***Narrative*** acts as an **organising principle** that allows us to make sense of the world
- ***Narrative*** also has the potential to ***shape and influence our behaviour (take sides)***
- ***Narrative*** allows people within media to shape and organise sometimes random and incoherent events into a **logical form that the audience can understand**

RECAP:

NARRATIVE STRUCTURES

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TRAILERS:

TITLE	DIRECTOR	COUNTRY	YEAR
<u><i>THE UNTOUCHABLES</i></u>	BRIAN DE PALMA	USA	1987
<u><i>MANHATTAN</i></u>	WOODY ALLEN	USA	1979
<u><i>MEMENTO</i></u>	CHRISTOPHER NOLAN	USA	2000
<u><i>PULP FICTION</i></u>	QUENTIN TARANTINO	USA	1994
<u><i>BABEL</i></u>	ALEJANDRO G. IÑÁRRITU	FRANCE/ USA/ MEXICO	2006
<u><i>STAR WARS: THE FORCE AWAKENS</i></u>	J.J. ABRAMS	USA	2015
<u><i>THE ACT OF KILLING</i></u>	JOSHUA OPPENHEIMER, ANONYMOUS	UK/ DENMARK/ NORWAY	2012