

# storienteer.info

**Storienteer**, from orienteer *verb*

- '(orient oneself) [to a story] find one's position in relation to unfamiliar surroundings.' [1]

This worksheet introduces two resources that have been adapted for design storytelling; *Event Cards*, which are used to spin stories, and *Event Map*, which is used to craft story structure. For more information about these and other design resources visit; storienteer.info.

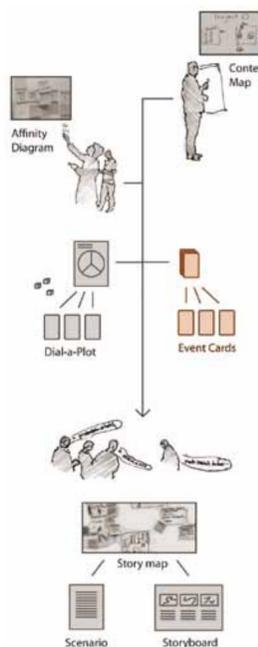
## events...

Narrative content is made up of *characters* and *settings* (existents), and *actions* and *happenings* (events). In design there are approaches for creating existents [2, 3], but none that support the structuring of narrative events.

<p><i>Argue</i></p> <p><b>An argument</b></p> <ul style="list-style-type: none"> <li>• between whom?</li> <li>• over what?</li> <li>• serious or playful disagreement</li> </ul>	<p><i>Part</i></p> <p><b>A parting of company</b></p> <ul style="list-style-type: none"> <li>• for what reason?</li> </ul>	<p><i>Travel</i></p> <p><b>A journey</b></p> <ul style="list-style-type: none"> <li>• is planned?</li> <li>• is undertaken?</li> <li>• what kind of journey?.</li> </ul>	<p><i>Disappoint</i></p> <p><b>A disappointment</b></p> <ul style="list-style-type: none"> <li>• about what?</li> <li>• who is disappointed</li> </ul>
<p><i>Transform</i></p> <p><b>A transformation</b></p> <ul style="list-style-type: none"> <li>• of what kind?</li> </ul>	<p><i>Pass time</i></p> <p><b>Time passes too quickly</b></p> <ul style="list-style-type: none"> <li>• for whom?</li> <li>• with what consequences?</li> </ul>	<p><i>Celebrate</i></p> <p><b>A celebration</b></p> <ul style="list-style-type: none"> <li>• of what?</li> <li>• by whom?</li> </ul>	<p><i>Meet</i></p> <p><b>A meeting</b></p> <ul style="list-style-type: none"> <li>• between whom?</li> <li>• for what?</li> <li>• where?</li> </ul>
<p><i>Confront</i></p> <p><b>A confrontation</b></p> <ul style="list-style-type: none"> <li>• over what?</li> <li>• between whom?</li> <li>• or between what?</li> </ul>	<p><i>Laugh</i></p> <p><b>A funny thing happens</b></p>	<p><i>Appoint</i></p> <p><b>An appointment</b></p> <ul style="list-style-type: none"> <li>• is kept?</li> <li>• is missed?</li> <li>• is made?</li> <li>• is cancelled?</li> </ul>	<p><i>Disappear</i></p> <p><b>A disappearance</b></p> <ul style="list-style-type: none"> <li>• what disappears</li> <li>• why?</li> <li>• how?</li> <li>• why is it important?</li> </ul>

## Event Cards

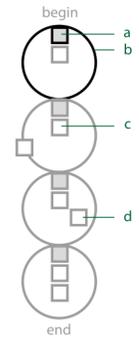
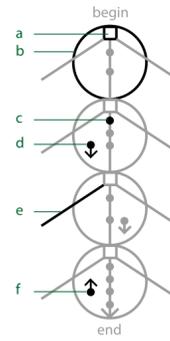
Event Cards are used in the composition of stories. They can be used by themselves or in combination with other storytelling methods or storienteering resources, such as *Dial-a-plot*. The following describes how they have been used with *Dial-a-plot*.



- § Choose three Event Cards at random.
- § Pair them with assigned *Dial-a-plot* cards (setup, confrontation, and resolution) in a way that seems workable.
- § Using contextual information about the story, compose the *beginning* of the story by finding a good fit between the contextual information, an Event Card and the plot function of the *Dial-a-plot* Setup card. Follow the same procedure to develop the *middle* and *end* of the story.

## Event Map

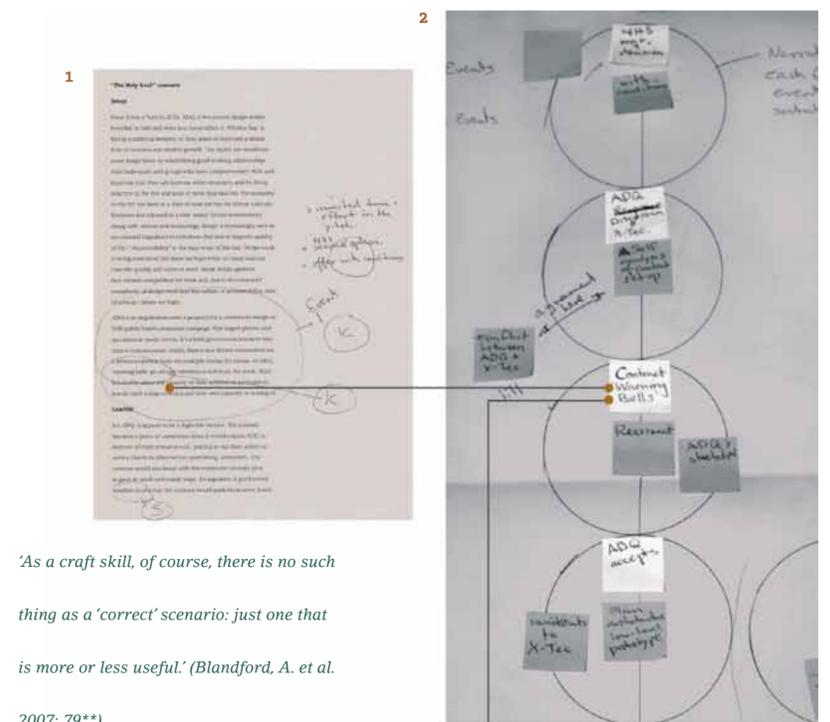
Stories can be understood as a sequence of connected events; each event is causally connected to and contingent on events that take place before and after them. Events are of two kinds; 'kernel' events are significant events that if changed can change the course of the story, whereas 'satellite' events flesh-out the story between *kernel* events and can be freely changed. Event maps help identify *kernel* and *satellite* events in preparation for crafting a well structured narrative. These can be expressed as a text, a storyboard or an enactment.



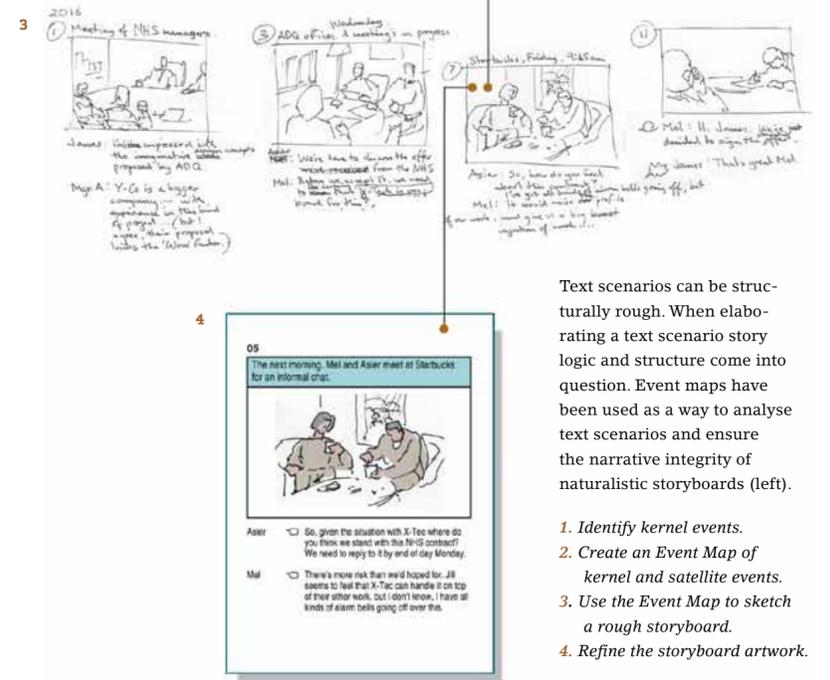
Far left: a schematic diagram used in structural narrative theory (Chatman, 1980:54\*). Left: the approach adapted for design is a paper-based Event Map.

- a) Kernel event
- b) Narrative "block"
- c) Satellite event
- d) Anticipatory event
- e) Possible but unfollowed path
- f) Retrospective event

## ...a bridge between written scenarios and naturalistic storyboards.



'As a craft skill, of course, there is no such thing as a 'correct' scenario: just one that is more or less useful.' (Blandford, A. et al. 2007: 79\*\*).



Text scenarios can be structurally rough. When elaborating a text scenario story logic and structure come into question. Event maps have been used as a way to analyse text scenarios and ensure the narrative integrity of naturalistic storyboards (left).

1. Identify kernel events.
2. Create an Event Map of kernel and satellite events.
3. Use the Event Map to sketch a rough storyboard.
4. Refine the storyboard artwork.