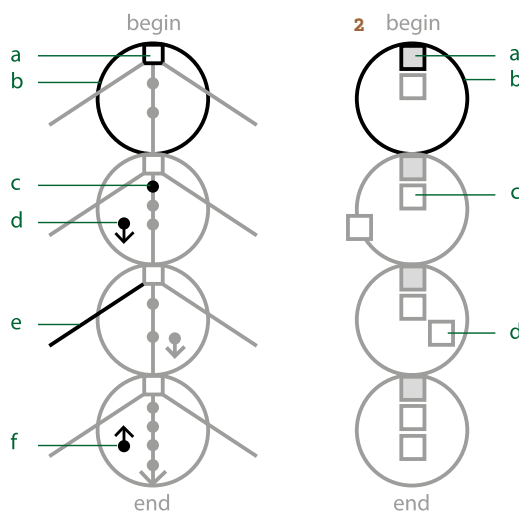


event map

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



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. The following procedure has been used:

1. Print out the text scenario. Identify kernel events.
2. Assign a very concise phrase to each kernel event. Arrange kernel events chronologically on the Event Map. Find any satellite events in the text that help flesh out the plot and arrange these on the Event Map. Adjust where necessary.
3. Use the Event Map to sketch a rough storyboard.
4. Refine the storyboard artwork.