#STORYTELLINGSHIFT

UNLOCK ENDLESS STORYTELLING INSPIRATION

by e.m. welsh



INNER BIASES

Before you can change how you approach storytelling, you need to address the biases holding you back as a writer. Work through the following questions to assess your biases. If you can't think of what they might be, try comparing the mediums to each other.

What are your honest thoughts about novels? Poetry? Short stories?
What are your honest thoughts about films & movies? Compared to prose?
What are your honest thoughts about theater and playwriting?



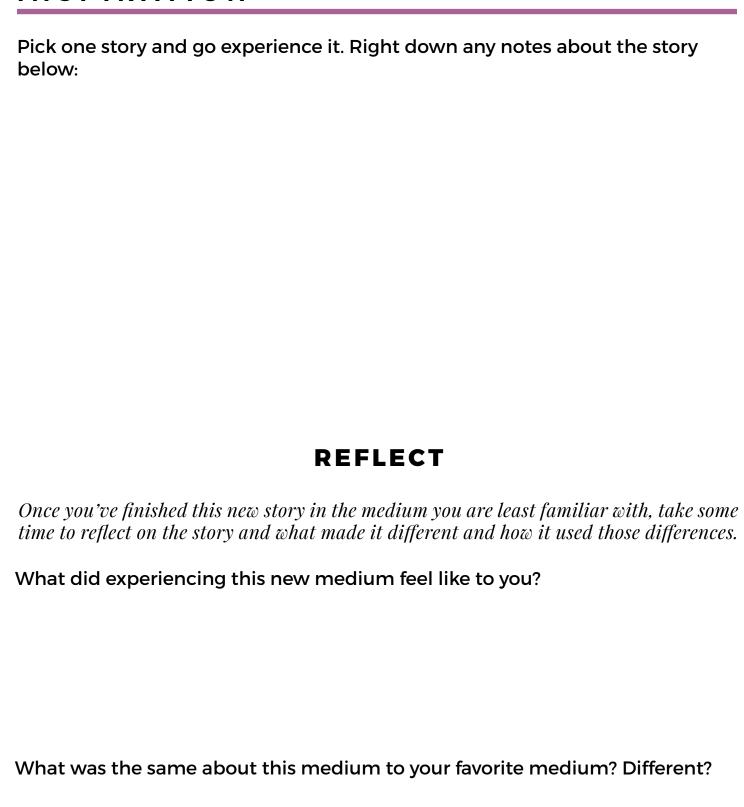
Which medium are you most biased towards? Why?

SEEK OUT STORY

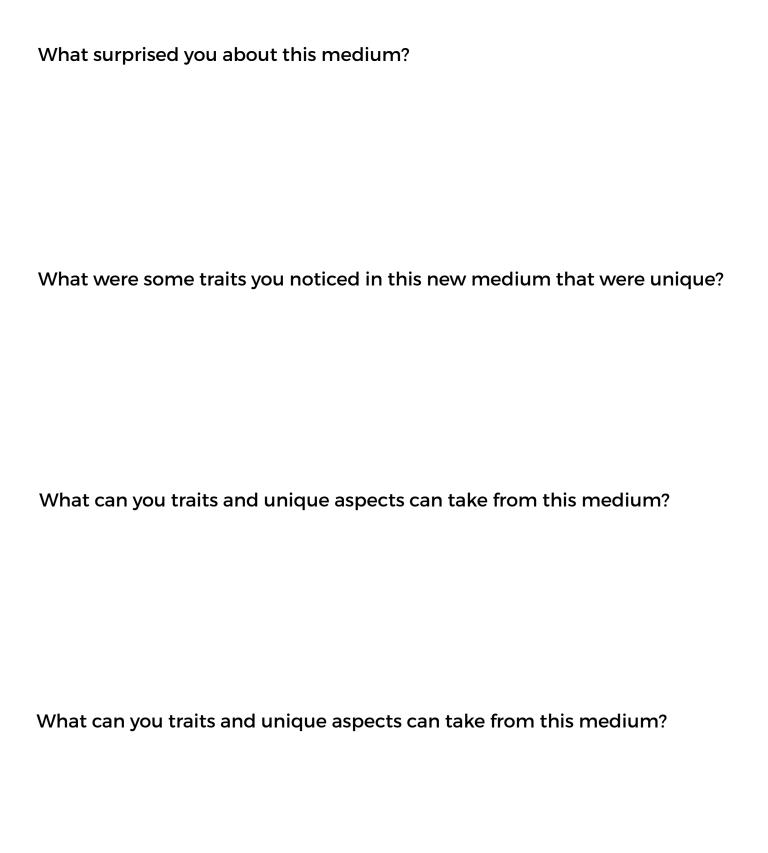
Using the medium you are most biased towards or least experienced with, spend some time searching online for some stories in that medium that might interest you. If you don't know where to start search things like "Video Games for People Who Hate Video Games" (Psst. I have a <u>post</u> on this topic!) or "The Best Books of All Time." Or, if you have a preferred genre you are interesting, try searching that genre with the medium to give you a good starting point.

What stories did you find?

UNLOCK ENDLESS INSPIRATION



UNLOCK ENDLESS INSPIRATION



INCORPORATE

In this section you'll want to think of tangible ways you can take what you loved or found interesting from this new medium and how to apply it to your medium of choice.

List 15 concrete examples of how you can apply this new medium to your preferred mdium:

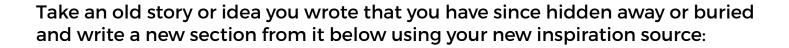
PRACTICE

The ultimate way to implement what you've learned and to cultivate more inspiration is by practicing using this new medium in your old work. Use the following exercises to do just that. If they at first seem too hard (they should!) give yourself a day or two to think about them.

Write a section, paragraph, or page from your current story that implements the new medium below:

#storytellingshift ©E.M. WELSH

UNLOCK ENDLESS INSPIRATION



Write one scene or page that uses a trait from the medium you've learned about as the main mechanic or unique trait in it. Example: how the choose-your-own-adventure novel is like a video game.