The mechanics of situations - Understanding stories in the light of computer-based interactive drama

SZILAS, Nicolas


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"Describing the situation of a play is like taking a picture of all the relationships of the characters at a particular moment, like ‘freezing’ the development of the events to take stock of the action." (Pavis, 1998)

Model: GO T SE C S structures

Mechanisms to move the story forward:
BUILDING,
WORKING,
BUILDING UP,
SHIFING, and
EXHAUSTING situations

Example: The Ass, the Fox and the Lion

An Ass and a Fox went into partnership and sallied out to forage for food together.

They hadn’t gone far before they saw a Lion coming their way, at which they were both dreadfully frightened.

But the Fox thought he saw a way of saving his own skin, and went boldly up to the Lion and whispered in his ear, "I’ll promise you all the meat in the world if you’ll promise to let me go free." The Lion agreed to this.

and the Fox then rejoined his companion and contrived before long to lead him by a hidden pit, which some hunter had dug as a trap for wild animals, and into which he fell.

When the Lion saw that the Ass was safely caught and couldn’t get away, it was to the Fox that he first turned his attention, and he soon finished him off, and then at his leisure proceeded to feast upon the Ass.

References


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