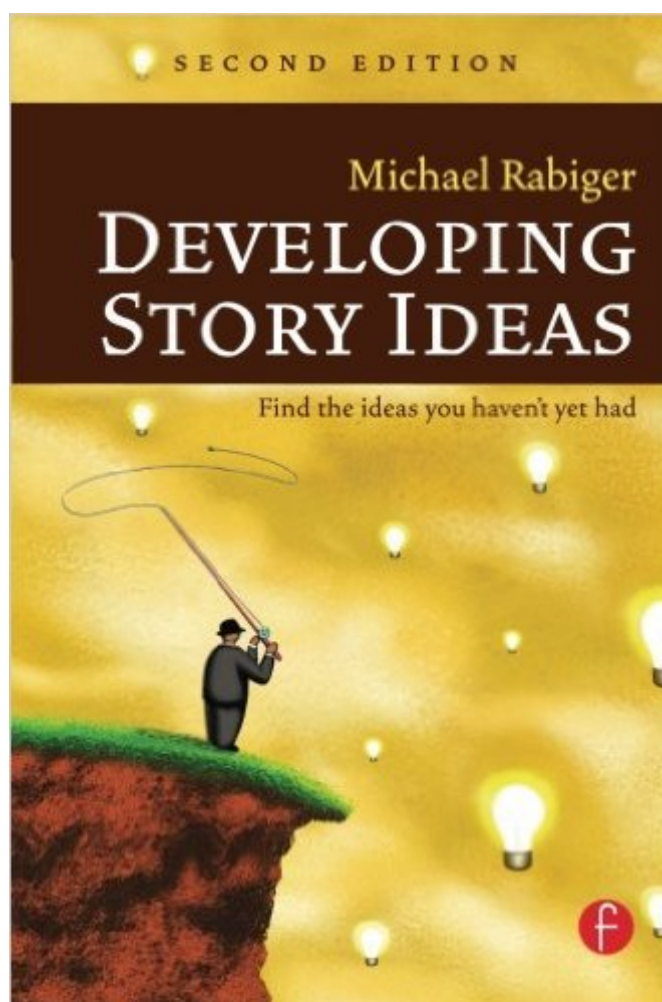


The book was found

Developing Story Ideas



Synopsis

The vast majority of screenplay and writing books focus on story development and have little to say about the initial concept that generated the piece. *Developing Story Ideas* offers writers a spectrum of resources and a structure of writing practice so that anyone can quickly and reliably generate a wide variety of stories in a broad range of forms. It first shows you how to observe situations, acts, and themes-and use these observations as the basis for storytelling. Exercises and projects help you draw an artistic self-profile to summarize what you most need to investigate in your creative work. Micahel Rabiger, a renowned teacher, author, educator, and mentor, proves we all have the inner resources and life experiences to be creative. He guides aspiring writers step by step to come up with quality story ideas in a broad range of forms: a screenplay, short story, documentary, or play.

Book Information

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Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (13 customer reviews)

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[Screenwriting](#) #636 in [Books > Humor & Entertainment > Television](#)

Customer Reviews

You need to know what I'm going to tell you so that you have the right expectations when buying this book. The book is designed more to support a storytelling class. There are group excersies and specific drills to complete after each section. So if you are alone it feels rare to read about class exercises. So, you have to understand this book's main target are teachers and students in a class. The drills actually seem to be quite a promising activity. If I went to a fiction writing course I would like to be given this book. The author deals with the creative process, the artistic identity and how writers actually have to dig deep in their soul to find their stories and their subjects or themes. This part I liked. As for what the title promises "Developing story ideas". I'm not fully convinced with

the material. In a certain way the basic theory is there (three act structure, scene cards, theme...) but you should be warned that there is much more that can be said about storytelling and how you actually create a great story. What does this mean? It means that if you want to write stories just to entertain yourself this is a good place to come. Now, if you want to become a professional writer the information in this book might be taken as the beginning of your education. Plenty of books await you. This book gives you the basics about how to develop story IDEAS. Once you have a story idea, then you have to develop the story itself. It wouldn't hurt if you consulted other books that have much more insight of how to build a story itself. As for me, why did I change my mind and came back and posted a better review?

Developing Story Ideas, by Michael Rabiger, tackles the question that plagues most writers today: where do you get your ideas. This book is his valiant attempt at an answer. It's also a textbook, aimed for use in screenwriting classrooms. I saw it on the textbook shelves for the Art Institute of Portland while perusing books at Powell's. The title was enough to intrigue me and I knew that I needed a copy. Despite the book's goal to provide exercises and structure to fit a classroom setting, Rabiger recognizes that the work could be read and used by the solo writer. He also recognizes that the text can be used to apply to all sorts of storytelling formats: screenplays, novels, short stories, memoirs. Rabiger's premise is that you can use your life, the situations you've been in, the people that have come into contact with you, your dreams (both goal based and night time meanderings), and your imagination to create amazing stories. The chapters are structured similarly: introducing a topic and then diving straight into three or four exercises (that you can do on your own or in a classroom setting) that show you how to use or develop the concept being discussed. Concepts in later chapters build off and use elements of earlier ones. Developing Story Ideas also includes chapters dedicated to the tools of the trade, reviewing current/past works of others, and revising your works into standard formats. What I liked The biggest benefit this book has to offer, to me, was the CLOSAT game. The game is a two step process. First, you keep track of 6 different subjects in your writer's notebook. These are Character, Location, Objects, Situations, and Actions. Each type gets labeled accordingly (Rabiger explains how to do this extensively in the book).

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