

STORY DESIGN

FOR NON FICTION

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Here is a selection of books and articles that were referenced in the course, or are just great background on narrative non-fiction.

Story - Robert McKee

This has been referenced heavily in the course and is considered by many as the screenwriting 'bible'. It is probably the most comprehensive and well written manual on fictional writing. As we've found, a lot of these dramatic constructs can be applied to non-fiction. There are many things I didn't mention so I do recommend buying it if you're interested in delving deeper.

The Writer's Journey - Christopher Vogler

Vogler's book is probably the most detailed explanation of The Heroes Quest that has influenced much of recent storytelling. If you think you might use this model in your storytelling it's worth a look. Again, written for screenwriters so you'll need to adapt it to your own craft.

The New Kings of Non-fiction - Edited by Ira Glass

For the written word, this is a lovely collection of great non-fiction, collated by This American Life host Ira Glass. It contains Lee Sandlin's *Losing the War*, one of the examples featured, as well as a great introduction from Ira on the importance and technique of great narrative non-fiction.

Cinematic Storytelling - Jeniffer Van Sijll

If you do visual storytelling at all this is a comprehensive and visual guide to common visual narrative devices used on screen.

The Art of Immersion - Frank Rose

Probably the best analysis of how storytelling is becoming more immersive. Frank's book doesn't just talk about technology however, it's more about how audiences want to be more involved in the story process. This book has influenced many writers and thinkers, including myself.

The Visual Story - Bruce Block

Another great book on visual storytelling, this one goes into detail that only a cinematographer usually knows. But at the same time it contains one of the best explanations of narrative progression and how that can be told visually through the medium.

Made to Stick - Dan and Heath Chip

A must-read for anyone who works with information and ideas for a living. How do you get ideas to stick in people's minds? You won't be surprised to know story is one of the answers, but there's plenty of other techniques that play into Story Design.

Contagious - Jonah Berger

Similarly, Jonah's book asks what makes things go viral online? Again, story plays a big role. It's a usual primer on the psychology of audience attention.

20 Master Plots and how to use them - Ronald Tobias

Another screenwriting tome, but with a practical edge. From the Revenge Plot to Rivalry 124, this book explores some universal story forms. I haven't seen anyone apply these to a non-fiction piece yet, but I'd love to try!

The Story Book - David Baboulene

There's nothing in David's book that stands out particularly for me, although it is a comprehensive run through of the basics. If you're looking for depth, I'd suggest Mckee over this one.

Visual Storytelling - William C Martell

William produces very affordable little blue books about screenwriting which he sells on Amazon. I found this one particularly illuminating. He's promising one that focuses on structure too, but he hasn't got round to writing it yet.

Story Wars - Jonah Sachs

This is aimed more at marketers and other communicators, but is still quite handy. He references a marketing video he made which went viral quite heavily, but it's quite a fun read.

Do Story - Bobette Buster

We've heard quite a lot from Bobette on this course. Her little book about storytelling isn't practical so much as a call to arms for courage and telling stories that matter. A much needed reminder.

On Writing - Stephen King

Part autobiography, part manual, this book from the bestselling horror writer is hugely popular. You learn more about the technique of writing day in day out more than anything else.

If You Want to Write - Brenda Uland

An oldie but a goodie. This was first published in the 1950s and as a result has a bit of a dated attitude. However Brenda advocates long periods of play and creative idleness as crucial to the process. I couldn't agree more.