



CREATING AN INVITING WORLD

AUDIO NOTES OUTLINE

All genres need to create an inviting world. The context of the book and elements of the setting are _____ that keep the conflict and character together.

KEY ELEMENTS OF THE WORLD YOU CREATE

- Depth
- Pre-dates story

1. HOW TO DEVELOP YOUR WORLD

- Research
 - Visual –
 - Written –
 - Personal sources –
- Fantasy
 - Base it on:
- Map out the world
- Sensory maps

2. HOW TO REPRESENT YOUR WORLD

- Rich engaging setting – How?
- Role of the reader – What?
- Details – Caution. Description?
- To start a scene try:
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EXERCISE: CREATING A HAUNTED HOUSE

In groups of 4 or 5, create a haunted house on the **Haunted House Forum**.

WHAT TO DO:

With your group, you enter a gloomy, crumbling Georgian mansion (yes, you might have to do some research) on a hilltop off a muddy road. It's stormy and, of course, your mini-van broke down two miles down the road. You've stopped to ask for help, but there's nobody here, although the door is open. You decide to spread out and take a room each to look for the house's owner.

In a forum post, write down a list of dot-points about your particular room (they must be different!) under the headings of;

- sight
- sound
- smell
- taste
- touch

Don't forget to list what you can see out the windows. You are also probably dripping wet.

EXERCISE: YOUR OPENING PARAGRAPHS

It's time to commit something to writing.

Post the first couple of paragraphs of your story (no more than 200 words) to the **Opening Paragraphs Forum** so others can read it. Pay due attention to getting across the feel of the setting, without overwhelming the story.

In response read and post a comment about at least three other posts.