

Dream of Travel Writing

Affoga

Story Structure to Take Your Feature Articles to the Next Level

by Gabi Logan, founder of Dream of Travel Writing

Today, we're going to talk about...

 What does story arc even mean and how does that translate to real life?

2. How do story arcs work in travel articles specifically?

3. What key story structures we can directly trace over our travel features

Before we get this train moving...

What is a story "arc?"

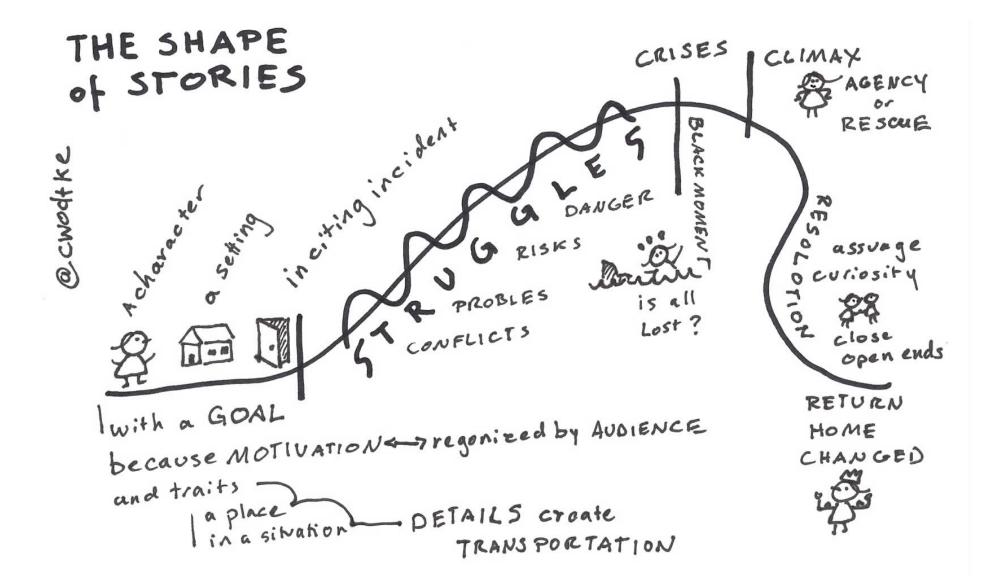
How many of you have had some training in fiction, literature, or anything else having to do with "story?"

Tips for Writing Travel Features

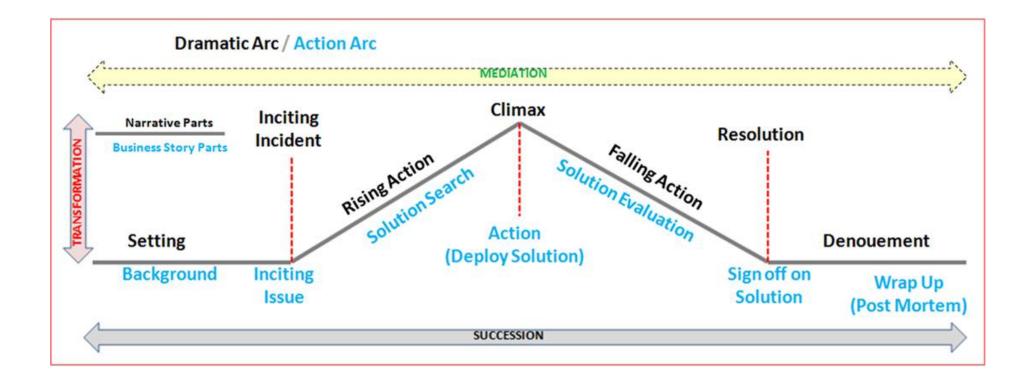
- "Develop your story thematically or chronologically, but keep it moving."
- "End with a lesson, a discovery, or a personal transformation."
- "A feature writer for a travel magazine or say, for your own blog, is in the business of selling one thing and one thing only: fantasy."
- "Your first job is to decide on the particular story you want to tell, and the events which make up that story."

The 5 C's

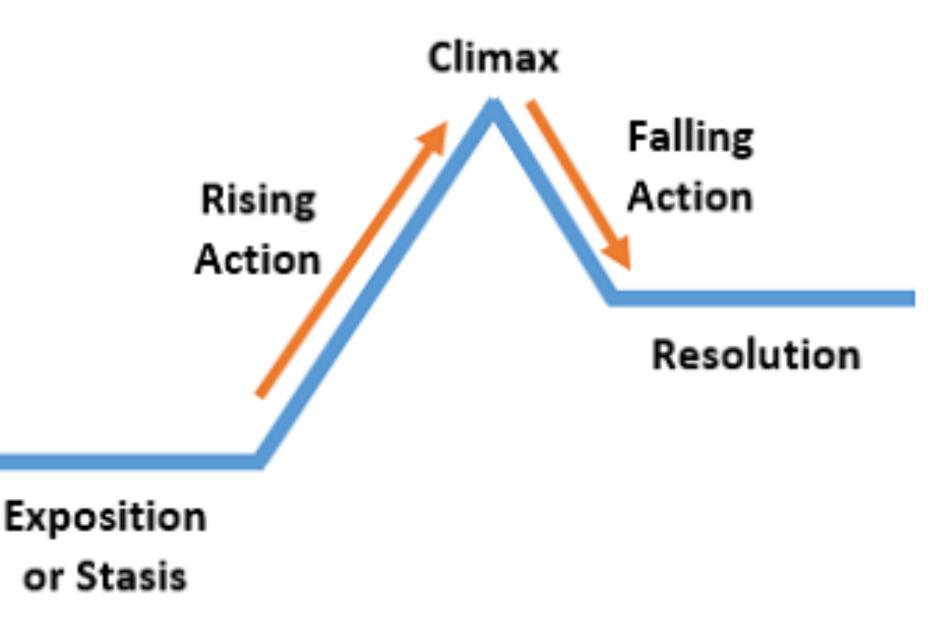
- Current state
- Conflict
- Climax
- Consequences
- Conclusion



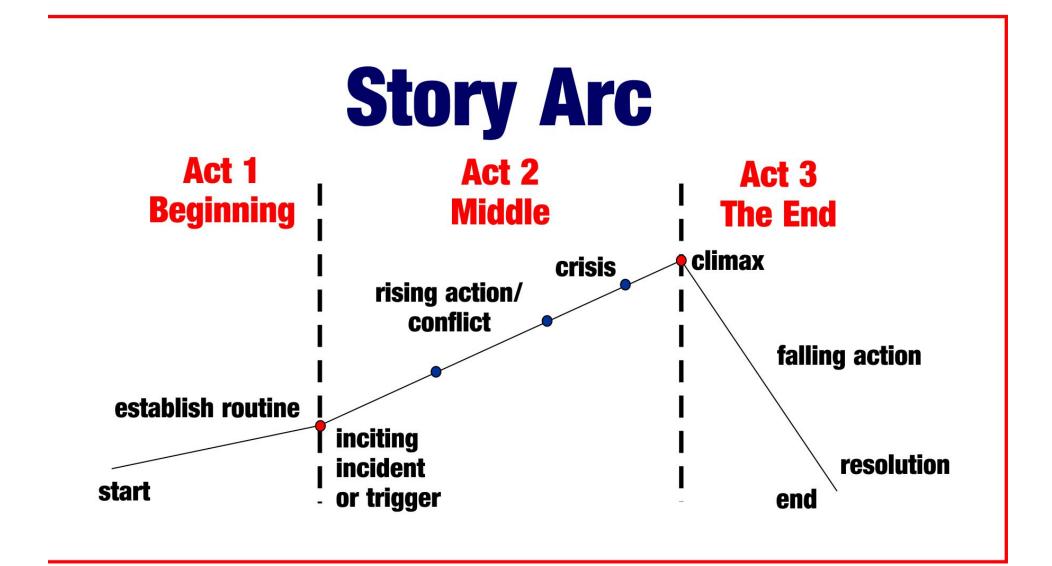
The Very, Very Oversimplified 5-C Structure



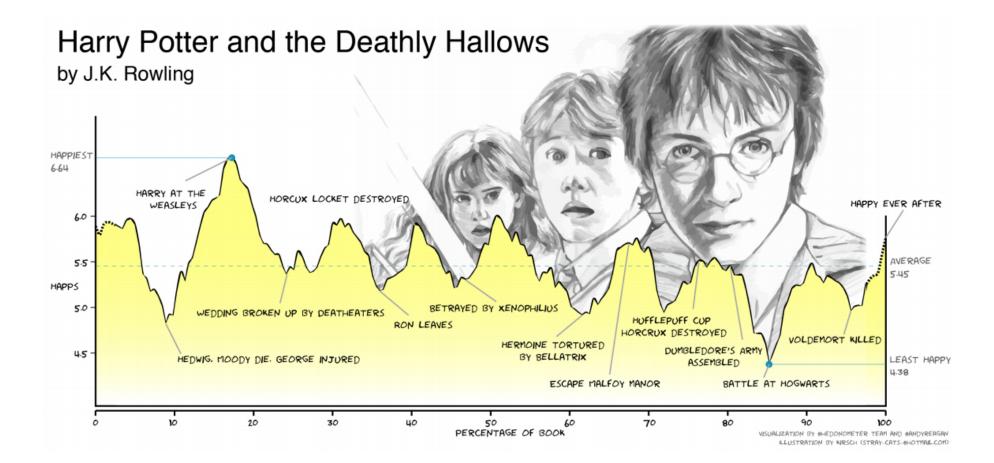
Better...But Still Way Over Simplified



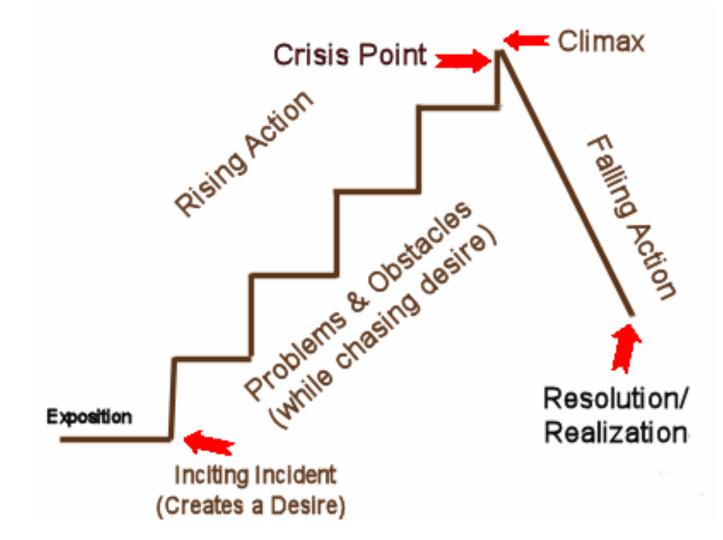
Are There Really Only Three "Acts?"



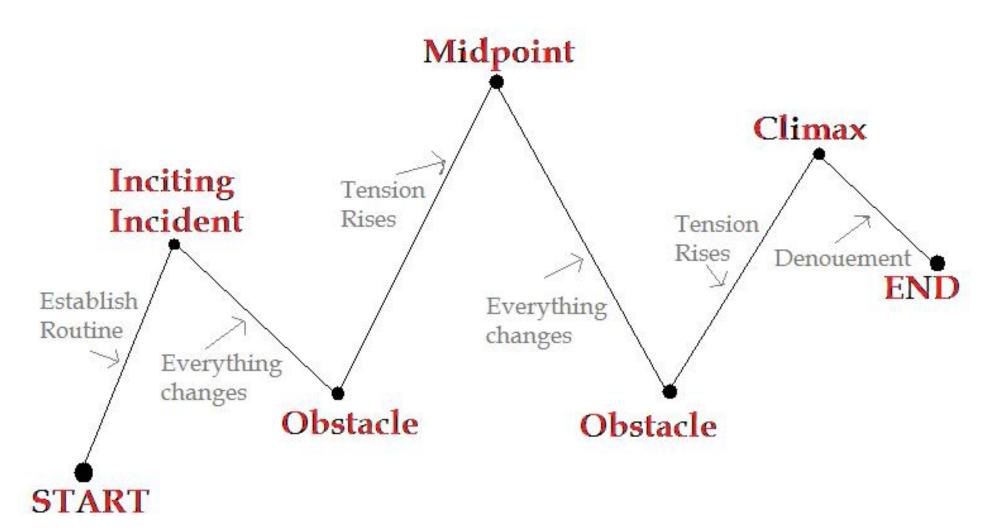
The Longer the Story, the More Up and Downs it Needs



But Stories Just Aren't That Simple, Like Harry Potter, That Don't Go Up Consistently



This "Arc" Is Closer to What We Use in Travel Articles (pre-time shift)



So, how do we map that out??

The 5 C's

- Current state (start)
 Conflict (inciting incident)
 - Conflict 2.1: Obstacle
 - Conflict 2.2: Midpoint
 - Conflict 2.3: Obstacle
- 3. Climax
- 4. Consequences
- 5. Conclusion

In real life, however, stories aren't <u>3/5</u> devoted to "wrap up."

It's about the **journey**, not the destination.

"That's not how a quest works. It's not like <u>Holy Grail and the</u> <u>monkey</u>. . . It might be less complicated if you stopped following a chimpanzee."

- Sir Lancelot.

The "monkeys" need to fit into the path to the destination...

Or you <u>lose</u> your reader / editor / audience Things to Avoid a.k.a. Commonly Unsuccessful / Lazy Tropes

- Need X to do Y to get Z
- "Epiphany" out of nowhere to "conclude" things
- Unnecessary background
- Front-loading background
- Introducing characters with no grounding for the sake of "action" or "dialogue"
 (Basically think of everything mediocre television shows do. You don't want to do those things. You'll also sound mediocre.)

How does the "time shift" structure work when this becomes a 1,500-word feature?

The 5 C's

- Current state (start)
 Conflict (inciting incident)
 - Conflict 2.1: Obstacle
 - Conflict 2.2: Midpoint
 - Conflict 2.3: Obstacle
- 3. Climax
- 4. Consequences
- 5. Conclusion

It frequently takes the shape of:

- 2. Conflict Obstacle 3
- 1. Current state + 2. Conflict (inciting incident)
 - 1. Midpoint
 - 2. Obstacle 2

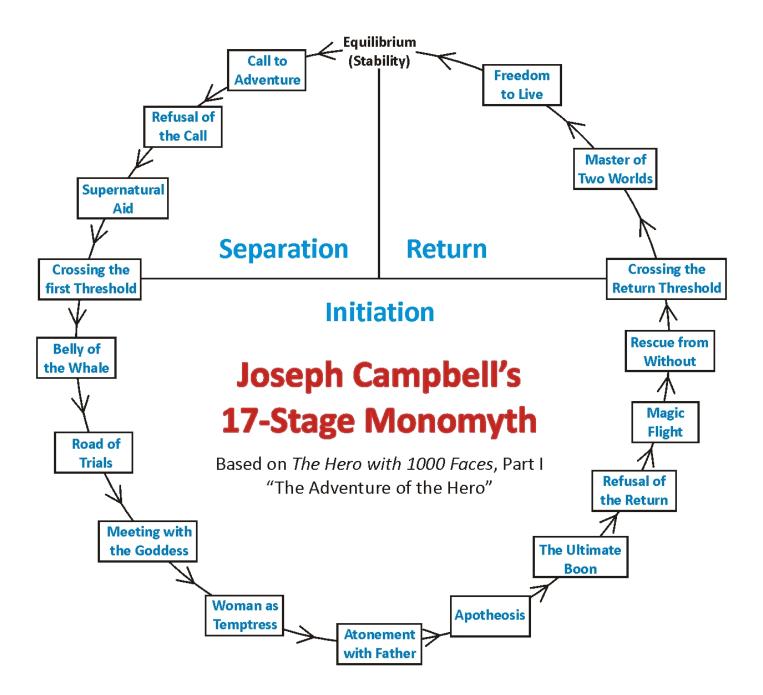
3. Climax + 4. Consequences + 5. Conclusion (one paragraph)

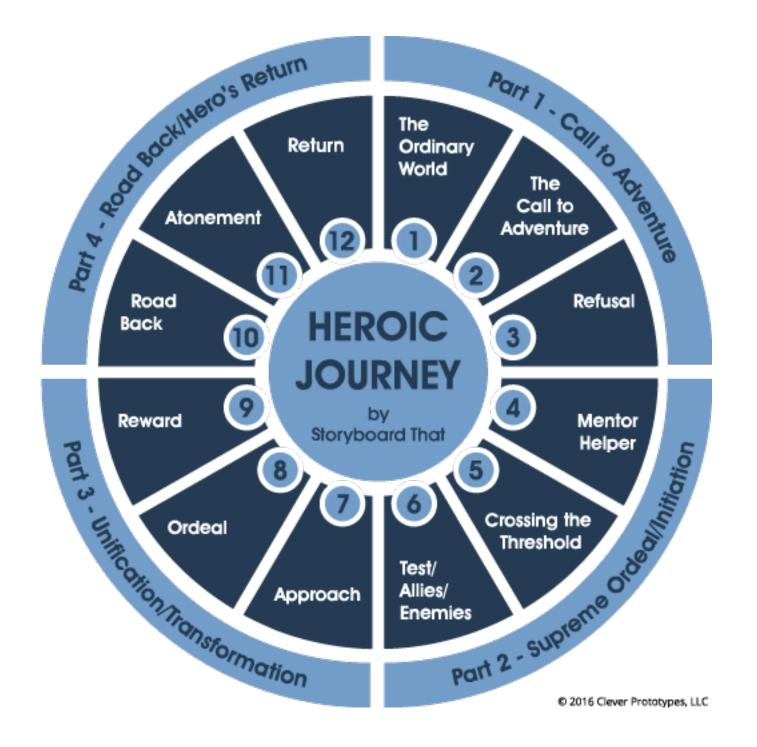
The Don George Feature Formula: The Fast Track to Transformation

- What changed for you / about you / about your conception of the destination or subject?
- Describe that moment
- Describe what you realized
- Now what were the stepping stones across that pond?
 - Only the moments and facts **directly related to that realization**
- Done! Use the rest of your material for the next story

The Hero's Journey

- Like the previous version, the key here is to select the parts of your "story" or trip that fit the journey and leave the rest
- The whole thing is a 17-step process, but we don't usually have that long
- However, it's time-honored, and following it guarantees a good story
- Let's give it a look (as well as a shortened version)





The Secret to Endings

- The best endings sound trite if said without the preceding story
- The trick to making the "realization" not sound trite is that <u>the reader has been taken on the</u> journey with you
- Anna Karenina: "but my life now, my whole life, regardless of all that may happen to me, every minute of it, is not only not meaningless, as it was before, but has the unquestionable meaning of the good which it is in my power to put into it!"
- Tale of Two Cities: "It is a far, far better thing that I do, than I have ever done; it is a far, far better rest that I go to than I have ever known."

What Round-Up Features with Lots of Mini-Articles Stuck Together?

- Have a point / thesis throughout
- Structure the order of your "tiny articles" to support this point
- Follow the five c's in terms of order; start with current state in intro, incite with the first, end with something conclusive of your point
- Offer a "complication" with each tiny part to keep things interesting

Thanks so much for joining us today!

It was a pleasure chatting travel writing with you ③

Have a follow up question on this webinar? Email <u>questions@dreamoftravelwriting.com</u> and we'll cover it in an upcoming webinar or in our Monday reader mailbag post on the Six-Figure Travel Writer blog.

