

# **WRITING VOCABULARY FOR DRAMATIC WRITING**

( AS DEFINED BY JOSEFINA LOPEZ)

**AN ACT** - A series of scenes that build towards a climax, a unit of beats and action. Most contemporary plays have two acts, most screenplays have three acts. TV films can have 8 to 9 acts to allow for commercials.

**ANTAGONIST** - The person providing the most conflict to our protagonist or opposes the protagonist from reaching his/her goal. Usually is the dark side of the protagonist.

**CENTRAL QUESTION** - The question the audience will be asking throughout the play that keeps them invested in the story that will be answered at the climax.

**CLIMAX** - Highest point of tension which reveals the protagonist's true character and the central question gets answered.

**CONFLICT** - What gets in the way of the protagonist getting what she/he wants.

**COPYRIGHT** - A legal document that confirm the ownership of a literary work for after 75 years after an author's death.

**DEUX EX MACHINA** - God in a box, when a protagonist gets rescued and does not exercise free will.

**DIALOGUE** - A conversation between two people or more.

**DRAMA** - The recreation of trauma. When a character is caught in a situation where he/she must exercise free will.

**FREE WILL** - The awareness that one is free to choose.

**GENRE** - the type of story it is: drama, comedy, thriller, horror, fantasy, farce, etc.

**INCITING INCIDENT** - The incident that off sets the balance of things or breaks a daily ritual.

**IRONY** - incongruity between what is expected to be and what actually is, or a situation or result showing such incongruity.

**LOGLINE** - a (one to three) sentence explaining what the story is about.

**MONOLOGUE** - A character speaking to himself or telling a long story to someone else without being interrupted.

**OUTLINE** - a general description of a story - usually no more than 3 pages.

**OPTION AGREEMENT** - a legal document giving a Producer the right to shop around your play or screenplay for an agreed amount of time for a fee.

**PLOT** - A series of beats and actions that define a story.

**PROTAGONIST** - The person (or thing or animal) that we identify with and sympathize with and we want them to accomplish their goal or win.

**RESOLUTION** - After the climax and the central question has been answered what happens after which provides a resolve to the problem or conflict or some kind of completion.

**RISING ACTION** - A story must move forward and the action must raise the stakes.

**STAKES** - What happens if the protagonist doesn't get what he/she wants or needs? What's the price for dreaming? What's the potential loss or risk?

**SCENE** - A contained set of beats and action between characters that move a story forward.

**SYNOPSIS** - a brief outline of the story with a beginning middle and end - usually one paragraph to up to 3 pages.

**STRUCTURE** - A blueprint to construct/build a story.

**SUSPENSE** - creating anxiety, excitement at the approach of a climax.

**SYMBOLISM** - the representation of something in symbolic form or the attribution of symbolic meaning or character to something

**TENSION** - mental or emotional strain, stress, anxiety.

**THEME** - The message of your story. What your story is really about.

**TRAUMA** - an imprinted event in the unconscious mind that provides distress or emotional or physical pain to the protagonist or antagonist or any character.

**TREATMENT** - A detailed description of the story with a beginning, middle and end and help a writer to write the story.

**TURNING POINT** - An event that changes the story taking it to another level or in an unexpected direction.