

DRAMATICA[®]

Table of Story Elements

This table (and the 3-D style graphic) represents the dramatic topics that occur in all complete stories. Like its scientific cousin, the *Periodic Table of Elements*, items are arranged in families. Dramatic families include Genre, Plot, Theme, and Character. The interrelationships between these four aspects of story can be seen in the nested nature of the table. Dramatica theory describes how to place these story elements in context to create dramatic appreciations such as "Goal" and "Premise." Dramatica software automatically rearranges the table to create a story progression that reflects the dramatic decisions made by an author.

Universe			
Past		Progress	
Fate	Prediction	Fact	Security
Knowledge Order	Actuality Inertia	Proven Accurate	Effect Result
Chaos Thought	Change Perception	Non-accurate Un-proven	Process Cause
Interdiction	Destiny	Threat	Fantasy
Ability Equity	Aware Projection	Theory Expectation	Trust Ending
Inequity Desire	Speculation Self-Aware	Determination Hunch	Unending Test
Future		Present	
Openness	Delay	Work	Attract
Consideration Faith	Pursuit Support	Certainty Deduction	Proaction Acceptance
Disbelief Reconsider	Oppose Avoid	Induction Potentiality	Non-acceptance Reaction
Choice	Preconception	Repel	Attempt
Logic Conscience	Control Help	Probability Reduction	Inaction Evaluation
Temptation Feeling	Hinder Un-controlled	Production Possibility	Re-evaluation Protection

Physics			
Understanding		Doing	
Instinct	Senses	Wisdom	Skill
Knowledge Ability	Actuality Aware	Proven Theory	Effect Trust
Desire Thought	Self-Aware Perception	Hunch Un-proven	Test Cause
Interpretation	Conditioning	Experience	Enlightenment
Order Equity	Inertia Projection	Accurate Expectation	Result Ending
Inequity Chaos	Speculation Change	Determination Non-accurate	Unending Process
Obtaining		Learning	
Approach	Self Interest	Prerequisites	Strategy
Consideration Logic	Pursuit Control	Certainty Probability	Proaction Inaction
Feeling Reconsider	Un-controlled Avoid	Possibility Potentiality	Protection Reaction
Morality	Attitude	Analysis	Preconditions
Faith Conscience	Support Help	Deduction Reduction	Acceptance Evaluation
Temptation Disbelief	Hinder Oppose	Production Induction	Re-evaluation Non-acceptance

Psychology			
Conceptualizing		Being	
State of Being	Situation	Knowledge	Ability
Knowledge Inertia	Actuality Order	Proven Result	Effect Accurate
Change Thought	Chaos Perception	Process Un-proven	Non-accurate Cause
Circumstances	Sense of Self	Desire	Thought
Aware Equity	Ability Projection	Trust Expectation	Theory Ending
Inequity Self-Aware	Speculation Desire	Determination Test	Unending Hunch
Becoming		Conceiving	
Rationalization	Commitment	Permission	Need
Consideration Support	Pursuit Faith	Certainty Acceptance	Proaction Deduction
Oppose Reconsider	Disbelief Avoid	Non-acceptance Potentiality	Induction Reaction
Responsibility	Obligation	Expediency	Deficiency
Control Conscience	Logic Help	Inaction Reduction	Probability Evaluation
Temptation Un-controlled	Hinder Feeling	Production Protection	Re-evaluation Possibility

Mind			
Memory		Preconscious	
Truth	Evidence	Value	Confidence
Knowledge Actuality	Ability Aware	Proven Effect	Theory Trust
Perception Thought	Self-Aware Desire	Cause Un-proven	Test Hunch
Suspicion	Falsehood	Worry	Worth
Order Inertia	Equity Projection	Accurate Result	Expectation Ending
Change Chaos	Speculation Inequity	Process Non-accurate	Unending Determination
Subconscious		Conscious	
Closure	Hope	Investigation	Appraisal
Consideration Pursuit	Logic Control	Certainty Proaction	Probability Inaction
Avoid Reconsider	Un-controlled Feeling	Reaction Potentiality	Protection Possibility
Dream	Denial	Re-appraisal	Doubt
Faith Support	Conscience Help	Deduction Acceptance	Reduction Evaluation
Oppose Disbelief	Hinder Temptation	Non-acceptance Induction	Re-evaluation Production

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Openness		Delay		Work		Attract	
Consideration	Faith	Pursuit	Support	Certainty	Deduction	Proaction	Acceptance
Disbelief	Reconsider	Oppose	Avoid	Induction	Potentiality	Non-acceptance	Reaction
Choice		Preconception		Repel		Attempt	
Logic	Conscience	Control	Help	Probability	Reduction	Inaction	Evaluation
Temptation	Feeling	Hinder	Un-controlled	Production	Possibility	Re-evaluation	Protection

The Universe Class explores "situations" (external states)

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Physics

Understanding				Doing			
Instinct		Senses		Wisdom		Skill	
Knowledge	Ability	Actuality	Aware	Proven	Theory	Effect	Trust
Desire	Thought	Self-Aware	Perception	Hunch	Un-proven	Test	Cause
Interpretation		Conditioning		Experience		Enlightenment	
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Consideration	Logic	Pursuit	Control	Certainty	Probability	Proaction	Inaction
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Morality		Attitude		Analysis		Preconditions	
Faith	Conscience	Support	Help	Deduction	Reduction	Acceptance	Evaluation
Temptation	Disbelief	Hinder	Oppose	Production	Induction	Re-evaluation	Non-acceptance

The Physics Class explores "activities" (external processes)

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Psychology

Conceptualizing

State of Being		Situation	
Knowledge	Inertia	Actuality	Order
Change	Thought	Chaos	Perception
Circumstances		Sense of Self	
Aware	Equity	Ability	Projection
Inequity	Self-Aware	Speculation	Desire

Being

Knowledge		Ability	
Proven	Result	Effect	Accurate
Process	Un-proven	Non-accurate	Cause
Desire		Thought	
Trust	Expectation	Theory	Ending
Determination	Test	Unending	Hunch

Becoming

Rationalization		Commitment	
Consideration	Support	Pursuit	Faith
Oppose	Reconsider	Disbelief	Avoid
Responsibility		Obligation	
Control	Conscience	Logic	Help
Temptation	Un-controlled	Hinder	Feeling

Conceiving

Permission		Need	
Certainty	Acceptance	Proaction	Deduction
Non-acceptance	Potentiality	Induction	Reaction
Expediency		Deficiency	
Inaction	Reduction	Probability	Evaluation
Production	Protection	Re-evaluation	Possibility

The Psychology Class explores "manners of thinking or manipulation" (internal processes)

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Mind

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The Mind Class explores "fixed attitudes or biases" (internal states)







