# The Creative Process & Feedback

Refer to the 'Creative Exercise' worksheet for writing prompts.

### What to Look For: Fiction

- o Is the **opening gripping**/interesting? Does it start in the middle?
- o Is there a lot of narrative summary instead of scenes? (Does the author **summarize** a lot **rather** than **show** the action?)
- o Is there **conflict**? Does the conflict build? Where is the climax?
- Are the characters interesting or flat? What **motivates** the characters and how is that shown in the narrative?
- o Is the **dialogue** believable? Does it move the story forward?

### What to Look For: Poetry

- Does the author use a lot of **abstractions** instead of concrete nouns/**imagines**?
- o Is the poem static? (Does is move in time, place, ideas, zoom in or out, etc?)
- > How successful are **line/stanza breaks**? (Line break places emphasize on last/first words.)
- o Is the poem wordy?

#### What to Look For: Creative Non-Fiction

- Does the voice of the piece appear to be an **authority** on the subject?
- o Has the author considered the **audience** appropriately?
- o Are **transitions** from one thought to the next logical and coherent?
- o How original is the essay?

## What to Look For: Playwriting

- o Is the **dialogue** all moving the action / **conflict** forward?
- o Is the **exposition** (relationships, date, time, place, etc) delivered **naturally**?
- > Have you blurred the lines of stage and film?
- o Are **symbols** used **consistently** throughout?
- o Are stage directions clear, concise, and necessary?

## What to Look For: General Tips

- o Is everything **necessary**? Is anything **missing**? Is it in a coherent **order**?
- o SHOW don't TELL
- o Clarity and Continuity beginning, middle, ending; transitions; point of view
- o Language:
  - o Use: rhythm, imagery, sensory details, vivid verbs
  - o **Avoid: redundancy**, over-use of adjectives and adverbs, **wordiness**

## Point of View Basics:

	Narrator Knows:	Narrator Doesn't Know:
1st Person (main character	Knows only their own	Can't know anything outside of
or witness)	experiences and knowledge.	their own experiences.
3 <sup>rd</sup> Person Omniscient	Knows everything about the	N/A
	external world and internal	
	world of the characters.	
3 <sup>rd</sup> Person Limited	Knows everything that a	Can't know anything outside of
	specific character knows.	the focal character's knowledge.
3 <sup>rd</sup> Person "Fly on the	Knows everything external	Can't know anything about the
Wall"	happening in a certain location.	internal world of the characters.

## o 3rd Person Warnings:

- Be careful not to switch to different kinds of 3<sup>rd</sup> POV.
- If you're following one character for most of the story, don't randomly switch to another for periods of time.
- Distance: How close is the narrator to the character(s)? Is the narrator formal and distance? Or intimate and close? Are you switching between distances?
  - Distant: Mr. Johnson stood outside in his thick jacket on the cold December day.
  - *Medium:* Bill Johnson shivered despite the warm jacket protecting him from the December chill.
  - Close: Bill's feet were numb and he wished he'd worn warmer socks.

## Important Terms:

- > Protagonist the character with a goal or objective. The main character.
- Antagonist a character who acts against or influences the protagonist.
- 5 <u>Flat Character</u> a character without defining attributes, without motivation (versus <u>round character</u> who is fully developed).
- o <u>Static Character</u> a character who doesn't change over the story (versus a dynamic character who does change).
- climax the moment when the protagonist must make a decision and/or change.
- o Stanza a group of lines in a poem.
- <u>Lyricism</u> a quality of language created by the sounds of words through alliteration, assonance, rhythm, etc
- Metaphor a comparison that does not use like or as.
- o <u>Simile</u> a comparison using like or as.
- o <u>Adverb</u> − a word that modifies a verb, usually ending in -ly.
- o Adjective a word that modifies a noun.
- o <u>Tone</u> the emotion created by word voice and sentence structure.
- o <u>Voice</u> the personality, cadence, vernacular, etc of the narrator.
- o <u>Passive Verbs</u>: (caution: avoid passive voice)

<u>Passive Voice</u>: The cat was bitten by the dog.

Active Voice: The dog bit the cat.