

Basic dramatic conflict diagram: how scenes work, and how plays are built through dramatic action (Nicola McCartney workshop)



N.B.

- The goal in a scene is always linked to the overall goal your character has in the play
- A scene is an EVENT, which means something must change through the scene – either your character must change, or their nearness to / farness from their overall goal must change
- Each character entering a scene is PLAYING to win something. Scenes are transactions.
- The goal must be concrete
- There can be more than one obstacle in the scene- the more obstacles, the more complex and longer the scene
- A single character or situation can represent more than one type of conflict i.e. an antagonist can be both interpersonal and internal etc for your protagonist