

Notebook : A Journey in Freytag's Pyramid

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1. Creative work name

Notebook : A Journey in Freytag's
Pyramid

2. Name of artist or designer

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3. Background or significant of the project

In 1863, Gustav Freytag analyzed Aristotle's theory of tragedy and found patterns that classic novels had in common, which were

- 1) Exposition: the set up of the story,
- 2) Inciting Incident: the first conflict that triggers the story intensity,
- 3) Rising Action: the conflict gets more complicated,
- 4) Climax: the highest tension of the story,
- 5) Falling Action: the conflict unraveled,
- 6) Resolution: the problem solved, and
- 7) Dénouement: what happens after the problem has been solved. This theory is later known as Freytag's Pyramid.

(<http://www.ohio.edu/people/hartleyg/ref/fiction/freytag.html>).

These plot points appear in classic stories for the likes of *The Great Gatsby* and *Romeo and Juliet*. Every creative writing student must learn this structure as the fundamental of the story dramatic structure. But is the structure applicable with contemporary stories?

Hence, the author would like to challenge

if theory can be told in a form of fictional story. Does the classic structure work with contemporary short stories? Does it work if the 'dead or alive' of the protagonist that usually be the climax start in the beginning and having multiple climaxes?

4. Project Objective

- 1) To prove whether Freytag's Pyramid structure can be described in a fictional short story.
- 2) To prove whether the classic structure works with contemporary fiction.
- 3) To experiment shuffling the dramatic structure, yet lying in the Freytag's Pyramid structure.

5. Concept

The author will craft a short story depicted the narrative structure in fictional writing form. Freytag's Pyramid is mapped in the narrative.

Synopsis: Panin, an ex-magazine writer who just starts writing a fictional story in a notebook, figures out that what he wrote had happened for real. Yet he has not finished writing that story, and cannot change what has been written, even though it is series of unfortunate situations.

6. Process of art or design works

- 1) The author structures the 7 plot points into bullet points.
- 2) Mapping the point points with charac-

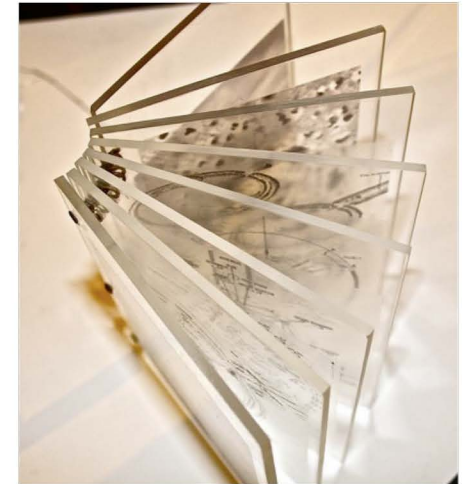
ters and storyline.

3) All the events are incorporated under one theme: can human write one's own story?

7. Material and techniques of art or design works

The prose put into A4 acrylic binding booket, with cover art showing the Freytag's Pyramid plot points and the graph that reflect this particular story structure.

8. Picture of art or design works



(The picture above is a reference picture: <https://s-media-cache-ak0.pinimg.com/736x/c5/8b/56/c58b566416b4c2cf8c71a80310197cf1.jpg>)

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9. Knowledge after finished produce art or design works

One of the purposes of this prose is to illustrate Freytag's Pyramid structure to readers, the author found it quite difficult to show the theory subtly along with the story and still make the readers educated the 7 plot points in Freytag's Pyramid. Hence, the theory is told quite explicitly.

Although the author tried to experiment shuffling around all the 7 plot points, letting the protagonist faces death in the beginning of the story in which this would rather be climax, with several events of death, the big picture of this story falls into the Freytag's Pyramid unavoidably. This shows that the theory is a fundamental of any narrative. It works with novels to short stories, from classics to contemporary. Yet the detail of events can be shuffle around.

