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Game Writing

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Making of Emotions

One crucial element of storytelling is the science and psychology behind the emotional effects that traumatize the viewers who lived in the fiction world. It is an interesting concept for writers as many do not think about the psychology behind stories while it is just natural, but writers need to recognize how emotions work in humans to get the aftermath they want. Readers, watchers, and game-players crave for a thrilling and emotional after effect with the story. While the setting may make people feel one way, the story will be the one thing that sticks with them.

When drafting and crafting a story before writing its mechanics, a writer must create the drilling manual first. One huge mistake authors make is the idea of pulsing their protagonist's heart first. In a psychology journal, it states that "fear is not universal, and that the emotion of fear is felt only by those animals whose self-preservation is dependent upon an uncertain adequacy of their power of muscular exertion either for defense or for flight" (The Origin and Nature of the Emotions, 1998). Fear is super important in a story as it conjures conflict in the main character's journey. But how can a protagonist be strong without an antagonist who does not scare them? The antagonist should be the first thing invented within any story as the protagonist will be easier to build after the fact. Now, the main character would not be intimidated by an antagonist if they had not failed beforehand. The idea of fear "arose from injury, and is one of the oldest and surely the strongest emotion." A protagonist would then need to be presented a conflict in the beginning of the story that presents them failing a task they have

been trying to accomplish, and this could then connect with the antagonist. The invention of the antagonist should hence arrive first, then the main character's struggle with injury and failure.

Fear takes characters only so far, but it can also be easy to overcome. But one thing that can be a huge struggle for a character is pain. A captivating statement that should be of study in itself is, "When a barefoot boy steps on a sharp stone, it is important that the injuring contact be released as quickly as possible." Pain brings a huge opportunity of creative obstacles for the character to overcome. Whilst there is physical pain, emotional pain also has its rebounding effects, and something from a statement to a prop can pop those feelings back into their mind. Laughing usually lessens the pain in one, which is why suffering characters may laugh in horrid situations of a story. In the end, it is purely realistic.

Psychology has a huge impact on storytelling. Emotions should always be considered in every chapter of the character's lives. The antagonist should be invented first as they will help rise the protagonist from their grave; when there is darkness, there is always a light. Fear is a huge benefit in a story as it drives the plot and emotions, but emotional and physical pain cannot be forgotten. This journey cannot be easy for any character. This journey has to be the worst one can take, and that will make the story beautiful.

Sources

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