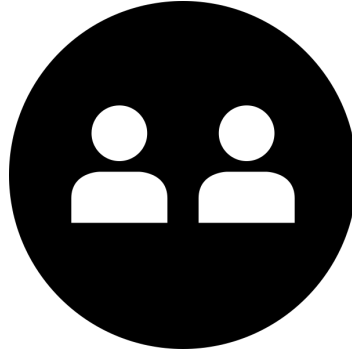


# Writing a Dystopia

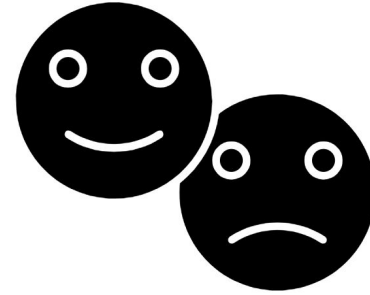
**Introduction to dystopian stories**



Created by BirVa Mehta  
from Noun Project



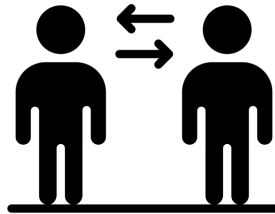
Created by Alfredo © IconsAlfredo.com  
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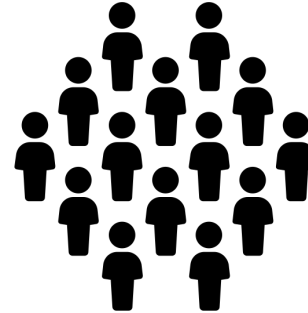
Med Marki



Created by Eliricon  
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Image credits (thenounproject.com)

# Feel free to interrupt!



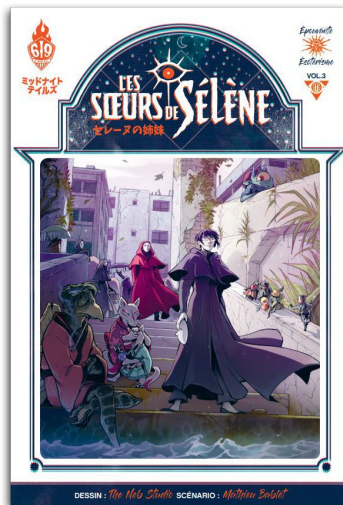
Questions, examples or discussions are welcome

# Diane Ranville

writer



# Comic books





GABRIEL AMALRIC MORGANE SCHMITT GIORDANO DIANE RANVILLE

# LA VALISE



AKILEOS



# Ongoing projects



# Dystopia 101



# Definition

What is a dystopia?

**Dystopia** comes from the greek δυσ/*dys* (bad) and τόπος/*topos* (place).

As opposed to **utopia**, with the prefix οὐ- (none) OR εὖ (good).

---

# Definition

What is a dystopia?

**A counter-model society.**

**A literary/cinematographic genre** describing such a society, design as criticism of the present, or a warning for the future.

---

# A short history

## Dystopias' origins

- *Utopia*, book by Thomas Moore (1516)
  - “*Cacotopia*”, coined by Jeremy Bentham, 1818
  - “*dystopian*”, John Stuart Mill, in a 1868 political speech
  - USSR and nazism
  - *Brave new world*, Aldous Huxley
  - *1984*, George Orwell
- ⇒ It's a SciFi genre but also a highly political concept



# Sci-Fi genres

The (un)happy family  
of dystopias

Dystopias are usually  
associated to close  
science-fiction genres:

- Anticipation
- Cyberpunk
- Solarpunk
- Apocalyptic
- Post-apocalyptic



# From the rise to the fall

Dystopian timing

Fictions dealing with dystopia can take place at different times of the life of the dystopian society:

- **At its beginning**, when a society is about to fall into dystopia
  - **In the middle**, when the dystopian society is strong and unquestionable
  - **At the end**, when forces begin to question the dystopian society and overthrow it
  - **Post-dystopian**, after the fall of the dystopia
-



# Latest discussions

In the literary field

It is now widely admitted that **fiction influences people's imagination.**

Sci-fi authors have noticed that dystopia tends to create **self-realizing prophecies.**

In response, there is a current in SciFi trying to **revive utopia.** BUT utopia is harder (less dramatic conflict).

**⇒ Authors have their own ethical dilemmas!**

— — —  
See: *The Ministry for the future* by K. S. Robinson, *Les Furtifs* by Alain Damasio

# Storytelling basics

# What if?



Stories and science start from the same curiosity.

# Building before writing

---

Just like a scientific paper, a story needs an **outline**.

Preparatory work focuses on the **key components of a fiction**:

- Worldbuilding and arena
- Characters
- Theme
- Structure

# Core concept

Your story's DNA

A “core concept” is the **key idea** behind a story.

SciFi loves *high concept* scenarios. Eg. the Force in Star Wars, the matrix...

The core concept usually **irrigates every aspect of the story world** (tech, economy, politics, society...).

---



# Worldbuilding

Define your arena

Define the rules of your world by writing a “universe bible” about:

- **Environment**
- **People**
- **Technologies**

/!\ Beware of getting lost, focus on your **arena** (= the space where your story happens).

---

# Characters

The story's vector

Three aspects:

- **Characterisation**  
(identity)
- **Network** (protagonist(s), antagonist(s), allies...)
- **Evolution** (arch, values)



# Theme and moral debate

Ethics in every story

In the end, every story is asking:  
**how should one act in such a  
situation?**

- The “moral debate” is the dilemma at the heart of a story, fueled by **opposing values**
- Different characters have **different views** on the dilemma, giving the story its depth
- Moral debate is closely connected to **character evolution**

The way you treat your story theme reflects **your view of the world.**

---

# Structure

Rythm and meaning

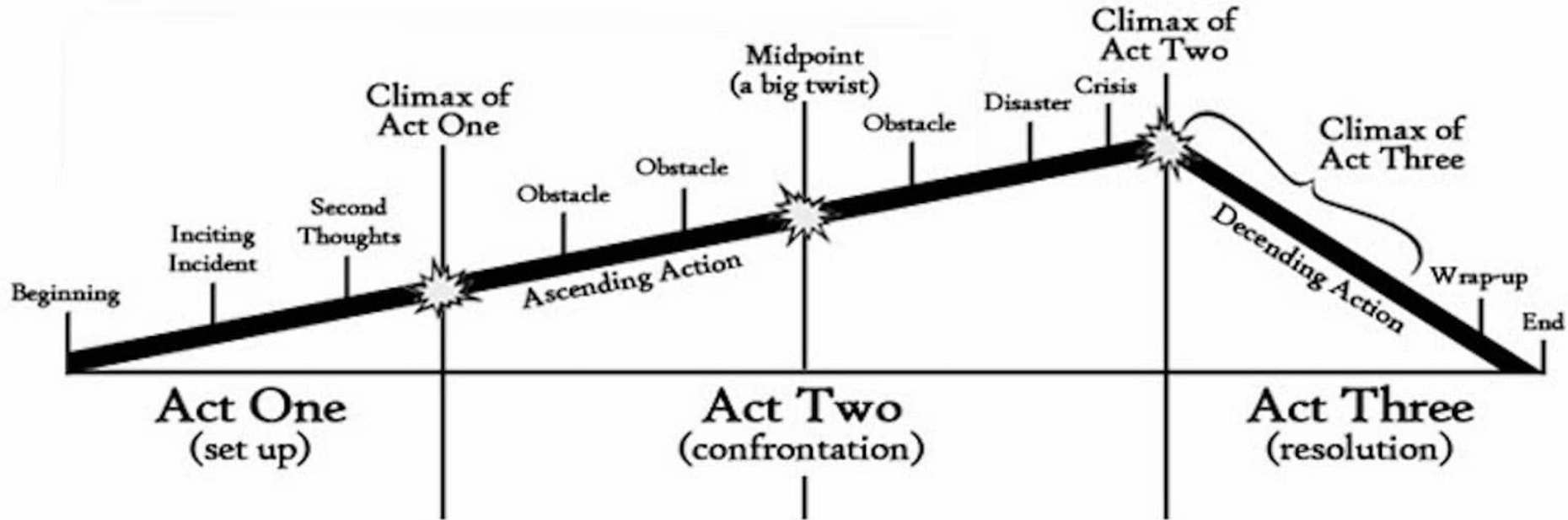
A story basically has 3 surprising parts:

- **Beginning**
- **Middle**
- **End**

⇒ rythm and meanging emerges from **where you start and end your story**

---

# The 3 act structure





# Story and dystopia

---

3 main patterns:

- A hero failing to prevent a dystopia from happening, or even precipitates it = **a tragedy**

# Story and dystopia

---

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- A hero realizing they live in a dystopia and overthrowing it = **initiator story, adventure**

# Story and dystopia

---

3 main patterns:

- A hero failing to prevent a dystopia from happening, or even precipitates it = **a tragedy**
- A hero realizing they live in a dystopia and overthrowing it = **initiatory story, adventure**
- A hero struggling with their life in a dystopian world = **a drama**

# Scenario tips

# Write what you know

## And know what you write

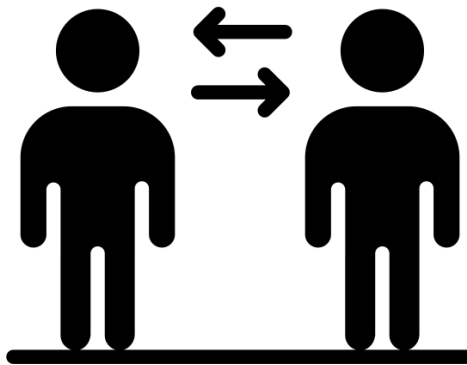
- Tap into your knowledge and experience for solidity and sincerity
- Check your biases
- Look for documentation



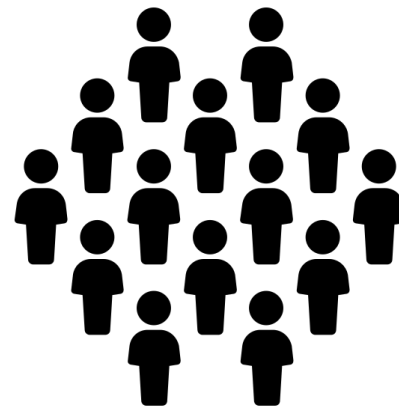
## Levels of conflict



internal



interpersonal



societal

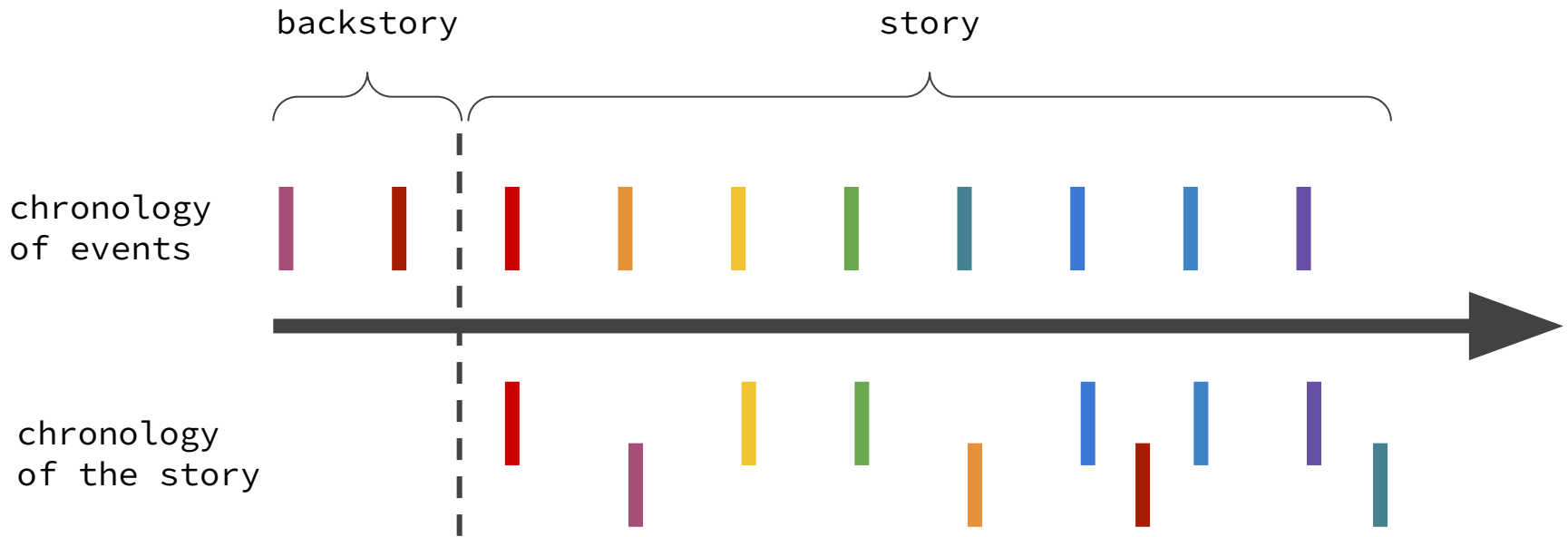
Some genres specialize in a type of conflict.  
The best stories have a bit of each at different levels.

# Set up and pay off



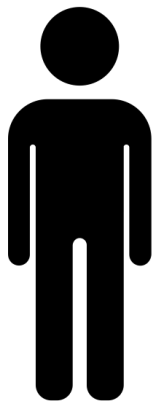
Chekhov's gun  
principle

# Revelations

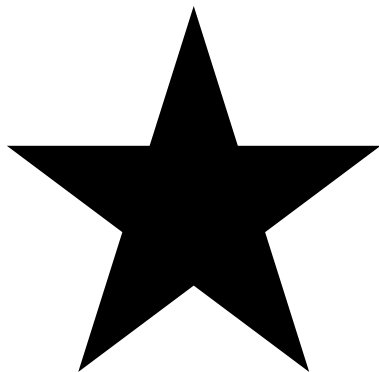


Characters have **different levels of information**.  
Discovering a new information can be an event in itself.

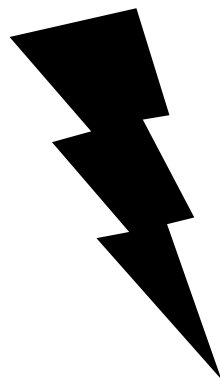
## In short



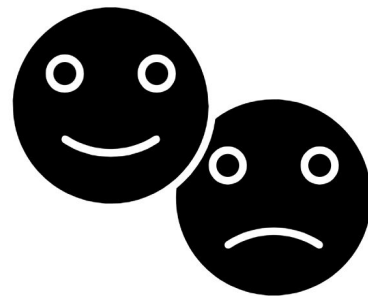
a protagonist



a goal



obstacles  
(antagonists)



an end

# Program today

- **Morning:** build your bible (world and characters) and your outline. *Use documents as prompts to unlock ideas.*



# Program today

- **Morning:** build your bible (world and characters) and your outline. *Use documents as prompts to unlock ideas.*
- **Afternoon:** write! Form is free. You can write prose, dialogues, internal monologues, poetry, or even include illustrations!  
⇒ goal is ~1 to 2 pages



THANK YOU!

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Contact

diane.ranville@live.fr

