

Drama and character assignment

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**ASSIGN
BUSTER**

The English word 'drama' derives from the Greek word 'drawn' meaning to do'. Thus a drama is a story performed or 'done' by people on stage, radio, film, TV, on the street. A drama involves a chain of events and describes a web of relationships involving one or more persons. It could be fiction or non-fiction. The main Components/ELEMENTS of a RADIO drama: I. Plot The chain of events or actions in which the characters are involved and during which the dramatic conflict starts, develops, comes to a climax, and is resolved is the plot.

The aims of plot development re: Create an emotional experience Tell a people story (people are interested in other people) Work within the culture Convey ideas rather than words Show rather than tell Use humor Drive home the message Easy way to develop a plot are: * Write the main story in synopsis form * Structure the Beginning, Middle, and End * Flesh it out * Create character profiles II. Dramatic conflict Dramatic conflict refers to the unusual often unexpected turns that occur in all human activities and that create uncertainty, tension, suspense, questions or surprise in the audience.

Every event, circumstance or relationship in life is subject to uncertainty. The twists, turns and uncertainties constitute the dramatic conflict that create a drama's appeal. A story without dramatic appeal is static, boring, unattractive. * Person (or persons) against fate * Person (or persons) against other persons * Person (or persons) against themselves * Dramatic conflict could be tragic, comic or emotional for any one event E. G. , A couple has prepared for weeks for an anniversary party.

One hour before it starts, there is an electricity blackout. Tragic: Wife falls down the stairs and is injured badly Comic: In darkness husband wears mismatched shoes and rubs toothpaste on face instead of cream Emotional : Guests arrive and feel very sorry for the couple III. Characters The people about whom the drama is created. Their strong personality traits – positive or negative – create the conflict in the story. Characters could even be animals or things as in tool TA fables and children’s stories.

To keep the characters interesting remember the following: * Vary the personalities of the characters – this allows for (1) wide range of motions in the story and (2) easy identification of the audience with the characters * Main character is called ‘ protagonist’ (Greek ‘ pr?? toss’ first and ‘ agents’ actor). Main villain – antagonist. * The main characters should be no more than 3-4. There can be additional less important characters who come and go. * Create character profiles.

The writer should keep referring to this minored to be true to the character throughout the script. * Character profile would contain the following info: Age, sex, marital status, likes, dislikes, relationship to the protagonist, occupation, education, detailed appearance, personality traits – strengths weaknesses, speech characteristics (speaks slowly, quickly, drawls, accent, brief sentences, etc), commonly used catchphrase (Bugs Bunny What’s up doc?) Exercise : Create a character profile IV.

Setting (Time and Location) This is the (a) time and (b) location within which the action takes place (a) Time Time can be denoted by the following elements: (I) SF (it) Dialogue (iii) Flashback (v) Narration (I) With help of SF:

Rooster crowing is early morning, crickets is dusk or night. (it) With help of dialogue: Good morning, looks like it will be a hot day today' Seasons can be suggested by passing references to weather, crops, festivals, holy days or school vacations Real time Real time within the play. " Hi Mrs.. Green I can't believe it's only a month since I last saw you – you have lost so much weight.

The characters should address each other by names so they are easily identifiable 3. Location: If the scene is set in a location used often, is there a brief identifying SF so the audience knows where it is taking place? (market sounds in the marketplace) 4. There should not be too many SF or inappropriate use of SF- causes confusion 5. Each scene should end on some kind of suspense or question (even mild) to hold the listener's attention 6. Each character should have a rationality – through their speech, actions, or through what others say about them 7.

There should be scope in the script for a lot of emotions and drama. 8. Scenes should move logically in time and action from one to the next 9. The main message of the show should come in naturally not as a lecture 10. Remember the strengths and weaknesses of radio while writing. Getting ready to record 1. Script 2. Actors/sound engineer/technicians 3. Rehearsals 4. Sound effects selection and collation 5. Music recording or selection of music after checking copyright issues or if music is in the public domain 6.

Highlight all your dialogues so you can see them straight away in the script Understand your character inside-out. * Read entire script and ask director if any Sq * Put diction/emphasis marks wherever necessary * Read aloud the

dialogues to see if there is something you cannot pronounce or interpret * BE the character. Even if it is a character you do not like it is your Job to breathe life into it and make it believable * The only thing you have to create the character is your voice, use it to the best effect possible – make the listener SEE the character not Just HEAR it.