

“ But what if we told the stories from the perspective of the relatives”



The audience point of view can modify by plots that we show or not show. When we show the perspective of our character, they will assume all the coming scenarios are coming according to the decisions of our main character. These situations can always have a different perspective of view, even the environment can change according to the perspective of different characters. We need to maintain the perspective of our main character settle without not misrepresenting from other support characters. Certain elements like realistic events, memorial experiences, and impressionist scenarios can help the recreation of escenario more credible.

One important thing as a designer is to produce a story where the user can use a product in different ways. Sometimes in a way that the engineers or designers never see before. Leaving space for the imagination of the viewer is essential to provide a personal perspective for the user.

“ In one sentence, you already have some clear ideas about this person’s attitude toward life.”



The way to describe our character has to be in a way that we can see through one sentence his personality. We need not describe with too much detail because that can our character very predictable and boring. One way to show the personality of a character is presenting an essence where he is tanking risks, deciding, or suffering. Any descriptive activity will be better than a detailed description of the character. We can show how a character interacts with pets, transportation, or anything else. We also need to left space for interpreting the viewer.

“ Stuff that connects to and surrounds the central core of the story”



Context is everything around the story. Usually, we answer the question like what, when, and where to take the actions of the main character. We can emphasize the period of the events pointing out the year, time, or historical events. We can add some description of the place with just saying the name of the place. We can also add some emotional context of sadness, happiness, etc of the character. Some sensory context the describes the look, smell, sound, taste, or feel. These add sometimes can tell more than a descriptive narration of the place.

We do not need to be very descriptive; we need to keep the balance of our narrative so we can leave an image in the viewer's mind. Something that they can discover by themselves.