Technology Builder

Created By Ajala Bandele

Technology Builder
Building Compelling Technology Systems

Technology Builder is a writing tool to help build unique, logical, Technological systems. By using Technology Builder it becomes extremely easy to understand all the most important aspects of your Technological system to better influence a compelling story.

Technology is an exciting addition to any story. Similar to Magic, it challenges an audience member by giving them something impossible and making it real. Technology changes the way we think about the world around us and our connection to it. It adds danger, it adds complexity, it adds excitement to a story.

Creating a compelling Technological system that doesn't distract from a story is easier than you would think. It takes thought, rationalization and an imagination to do, but it is no more-so complicated than developing a character. There are no limits as to what your Technology can be, and what it is capable of doing.

Using Technology Builder will help you expand upon a single idea and develop your own Technology system to its full potential. The more thought behind it, the more enticing the Technology will be, and ultimately, the more compelling the story. By the end you will have built a deep, expansive Technological system that transports an audience into the impossible and that, for me, is everything.

Keep Thinking

Ajala Bandele

Using Technology Builder…

Technology = A single Invention

As A Technology Generator

Sometimes you have more ideas about Technology than you have ideas for anything else. Sometimes you have story ideas that could use an extra flare to make it really special. Technology Builder allows you to quickly and efficiently build compelling and believable Technology systems

---

As A Reference Tool

During the writing process you may find yourself lost, or forgetting the Technology system you already implemented into your story. Technology Builder is a great reference tool to help you keep track of how your Technology works.

As A Story and Character Generator

Sometimes building a Technology system can inspire you to invent characters or full stories based around the Technology. You can use Technology Builder as a tool to instigate the ideas of Characters and Stories.

As A Tool To Review Other Technology Systems

When you are viewing something that has Technology in it and you are tasked with critiquing it, it's good to know what to look for. The more comfortable you get with understanding what makes a strong and a weak Technology system the better you can be with your critique or review. Using Technology Builder can help you as a tool to review other Technology systems in different stories.

Writing process
From beginning to end

There are four steps to a writing process. Prewriting>Drafting>Revising>Editing.

1. **Prewriting**: Prewriting consists of <u>Concept Creation, Research, and Outlines.</u>
   A. The point of prewriting is to gain a thorough understanding of the story.
2. **Drafting**: Drafting is creating a first draft of your story focusing on if the structure and ideas are clear.
   A. The point of drafting is just to write the story. Get it all out of your head and onto the page. It doesn't have to be perfect, but it is easier to edit a flawed script than a hypothetical one.
3. **Revising**: Revising is adjusting the writing of your first draft, focusing on clearing up any structural mistakes, plot holes, weak character arcs, and weak dialogue.
   A. The point of revising is to refine and perfect the story so that it achieves the writers intention. Revising produces 2nd, 3rd, 4th etc…drafts of a script. This is also your time to really dig in and make sure your story is accomplishing what you want it to accomplish in a structurally sound manner.
4. **Editing**: Editing is checking for grammar, formatting, spelling, and punctuation after the story and all it's elements are complete.
   A. The point of editing is to polish off your story to look and feel professional, resulting in a final draft.

<u>Technology Builder is a part of the Prewriting and Revision Phases.</u>

As you are developing your concept and or outline, you can use Technology Builder to flesh out the details in a fully comprehensive Technology profile. This will help you understand how Technology helps you and your character for each

After completing your first draft you may discover some new elements of Technology that you hadn't planned on. Update Technology Builder and make sure that you have everything accounted for.

Building Technology
Come With Me If You Want To Live

Technology is a wonderful tool to add something exciting and special to any story. But Technology for Technology's sake is not as interesting as Technology that supports a world. Technology can be thought of in two major categories: Rules and History.

The challenge isn't making the Technology believable, but rather **making it unique**. The things you can do with Technology, what Technology looks like, where it comes from, all can easily fall into areas of cliche, which makes out-of-the-box thinking important. Sometimes taking a twist on an old form of Technology can push you in the right direction. Sometimes the limits and rules you put on a Technology system make a simple Technology system feel complex. The deeper you go, the better the Technology will feel. The more detailed you go, the more semantics you find, the more interesting your Technology will be.

Technology Rules

Technology is an ever evolving byproduct of sentience. The more you explore it the more it tells you about the people who built it. A major part of defining what Technology can do is what Technology can't do. The limits of Technology are what highlight the possibilities of Technology. The minutia of what Technology's limitations are, how it manifests, and what Technology does, helps define and influence the world surrounding Technology.

Technology is called

This is what people call Technology. If it has multiple names then this is where you put them. Naming Technology can be influenced by the language of the world, or what it does.

What is Technology based on?

At the core of the Technology is the idea that sparked it. This is a description of what Technology is centered around or the Technology Base.

What is Technology

This is a description of the technology. This is where you describe what the technology actually is.

How does Technology work?

Technology is very similar to magic in the sense that it requires the same basic elements to function. Technology has an **energy source**, a **channel** to draw and shape that energy, a **trigger** to activate that channeled energy, and a **result** of that activated energy.

ENERGY: This is the source of power.
CHANNEL: This is the vessel that the source of power is collected into and/or distributed from.
TRIGGER: This is the action that activates the use of collected source of power.
RESULT: This is the effect/s of the activated collection of power.

For Example: The Energy Source may by superheated water, the Channel may be a gun, the Trigger may be the gun's trigger, and the Result may be superheated water bullets.

What are the limits/costs of Technology

Everything in life has a limit and a cost. Knowing the limits of how Technology works goes a long way to making Technology feel real. The cost of Technology is what happens when the limits of Technology are pushed. The cost of Technology can be physical, mental, psychological, or even social.

Technological Consequences

Technology, like every action, has a consequence with its use. The consequence is typically directly related to the limits or costs. Exploring the consequences, be they physical, mental, spiritual, social, financial, etc… completes the boundaries of your Technology system.

Types of Technology

Technology, when defined by it's abilities and it's limits, develops variations. Even subtle differences can change something drastically, or enough that a new piece of Technology can be developed. The different variations, however drastic, still need to be

based off of the same source of Technology, otherwise you are creating a new Technology system.

Also the Technology that you create probably has other technologies that compliment or make it work.

FOR EXAMPLE: Let's say you make a flying train that goes 1'000 mph. The train is the main of part of the technology system, however there are many components that go along with it. The engine, the type of fuel, the "Train Tracks" are all things to consider. The engine could be made out of an alien spaceship, the fuel could be liquid metal, and the tracks could be anti-gravity pods. Each of those elements are essential to the technology and can help influence the story as it's developed.

Technology History

This is where you will be describing the history of the technology from its invention to its current form. The more you know about the history of the technology the deeper it will feel to the audience.

How did technology begin?

This is the origin of the Technology within the world and how it came to be. Did it come from a god, a mad scientist, a team of brilliant engineers etc…? Or is it natural, and has always been here? Even if you never tell the audience, the history of Technology will influence the world around it.

What are the major historical events?

What are some of the major moments in the history of technology? This can be the history of the inventors, cataclysmic events that involve or affected technology and/or it's users. This could also be major events in the world that greatly influence the path of technology.

Who can use Technology

Technology is often limited in its distribution. It can be hoarded by the government, hidden by space pirates, or apart of everyday life. Describing who has the ability and accessibility to use the tech is important.

Why can they use Technology

Here is the reason why certain people can or cannot use the technology. It's just as important to know why as it is to know who.

Who knows about Technology

This is how common Technology is to the world and why. If everyone knows about Technology because everyone can use it, then that colors your world differently than if only a few people know about it. Deciding how wide spread the knowledge of Technology is can greatly influence your story and world.

Why do they know about Technology

Knowing why people know about the technology is important in discovering the culture around it. Is technology a secret? Is it widely known? This will create a tone for how the characters interact with technology.

What is the culture created by Technology

With you technological system comes a culture that is surrounding it. If it's secret tech, then the culture is clandestine. If it is public, then how does the public interact with or discuss the technology. What impact does it have on people.

Is Technology governed

Whether it's self regulated, or there is a system of rule within the Technological world, it is important to know if, how and why Technology is regulated. Are Technology users ungoverned and free to do as they please? Is there a set of laws Technology users must follow? Is there a policing force to stop disobedient Technology users? Do Technology users rule all? Knowing how Technology is governed changes the landscape of your world and story.

How to use Technology
Danger, Will Robinson

Creating a Technology system is one thing, but using a Technology system is something else. There are a few different ways to use Technology within a story. But before you decide how you want to use your Technology, you have to know what your story is about. If you have a story about a boy falling in love with a girl and that's it, then you might not need to explain how complex your Technology system is. Unless the girl hates the Technology the boy invented and thinks it's evil and he has to show her how his Technology is a good thing. Knowing the story will inform you how to use your Technology system.

A world of Technology

If the story you are writing uses Technology as a major plot element, then you are creating a world OF Technology. Technology is essential to your plot, your characters, and the whole story in general. In a world of Technology, you are relying on your Technology system to provide unique situations for your characters to navigate through. Technology gets them both in and out of trouble, and the more they learn about Technology the more the plot develops. In a world of Technology you are constantly showing the audience either the rules of Technology, the history of Technology, or both. You want the audience to understand the Technology system so that they are just as compelled in the development of the Technology system as they are in the development of the characters and plot.

A world of Technology is a painting where the characters are all wielding Technology.

A world with Technology

If the story you are writing uses Technology as a background element, then you are creating a world WITH Technology. Technology is not essential to your plot. Technology is apart of the world around the characters and in this case, it is used to help color the world. In a world of Technology you may hint at the rules and history of Technology, but it never takes the center stage. The story, the plot, and the characters all take priority. It isn't as important to

the audience if they understand how the Technology works and the Technology never distracts from the main story.

A world with Technology is a painting with your characters in the center with Technology hidden everywhere in the back ground.

Technology Advice

When creating your Technology, have an idea of the story that it's going to be in. If you know the world, then that will always help guide you in Technology's creation. And don't limit yourself in thinking Technology has to be used for violence. Technology can be subtle, and it can be big. It can be created for war, or for peace, or on accident.

If you feel like you are creating a Technology system that already exists, but you like it anyways, then change some of the limits and rules. Build a history around your Technology that informs your Technology, and let your Technology influence the technology of the world.

Once you start writing your story with the Technology system attached, make sure you follow the rules. If at any point you don't the audience will catch it, and either discredit the Technology in its entirety, or they will think that something deeper is happening. If that isn't your intent, then stick to the rules you've created, and see how the characters respond when the Technology is tested to the limits.