Storytelling Models

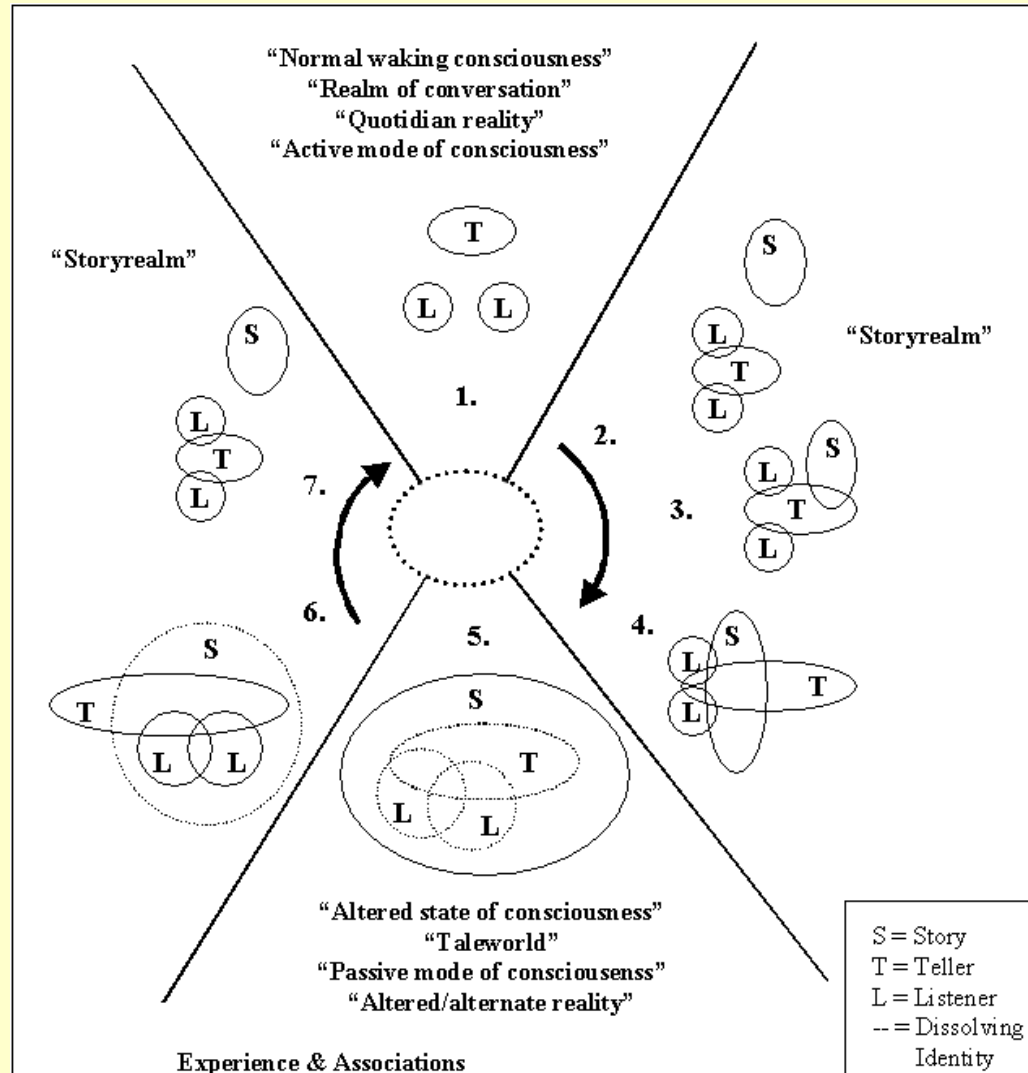# "5 – P" Story Learning Process

PLEASURE

PLAY
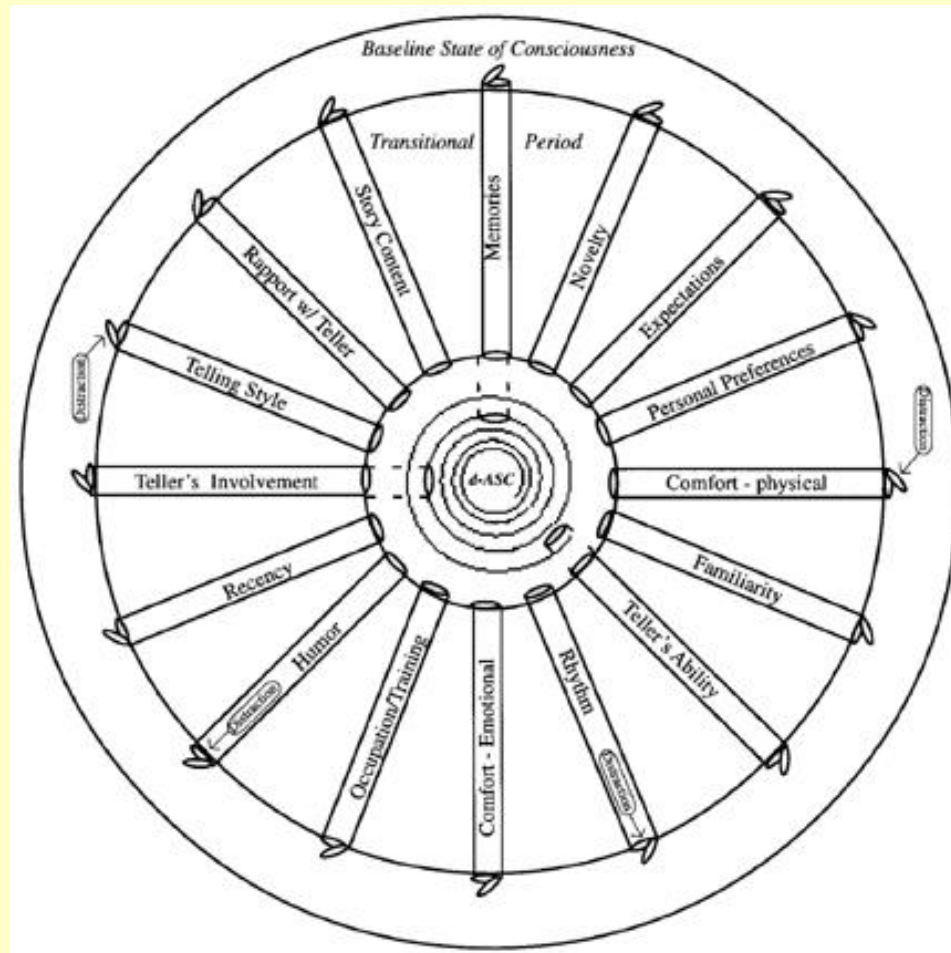
POWER

PHRASES

PICTURES

Storylistening Experience
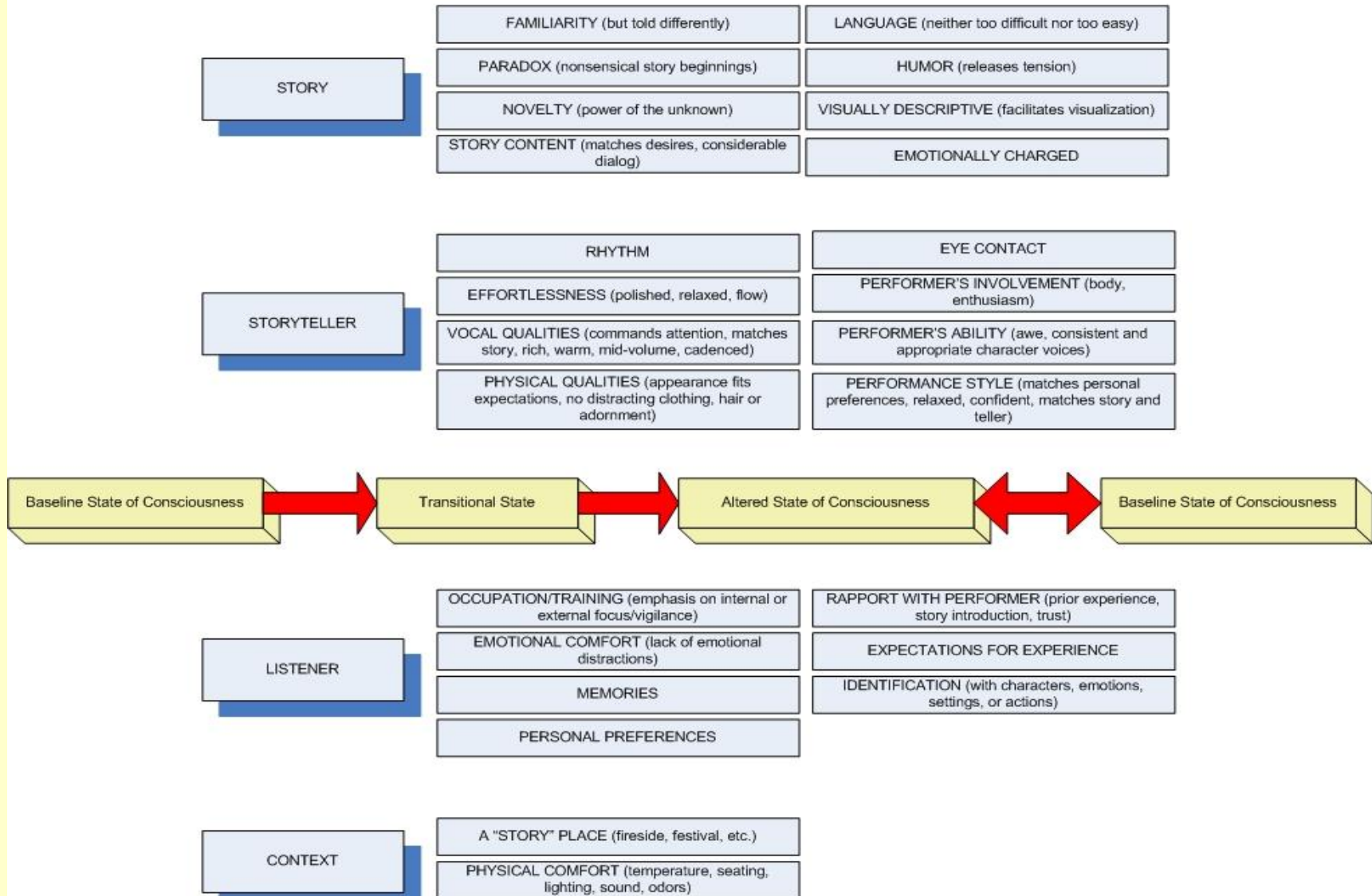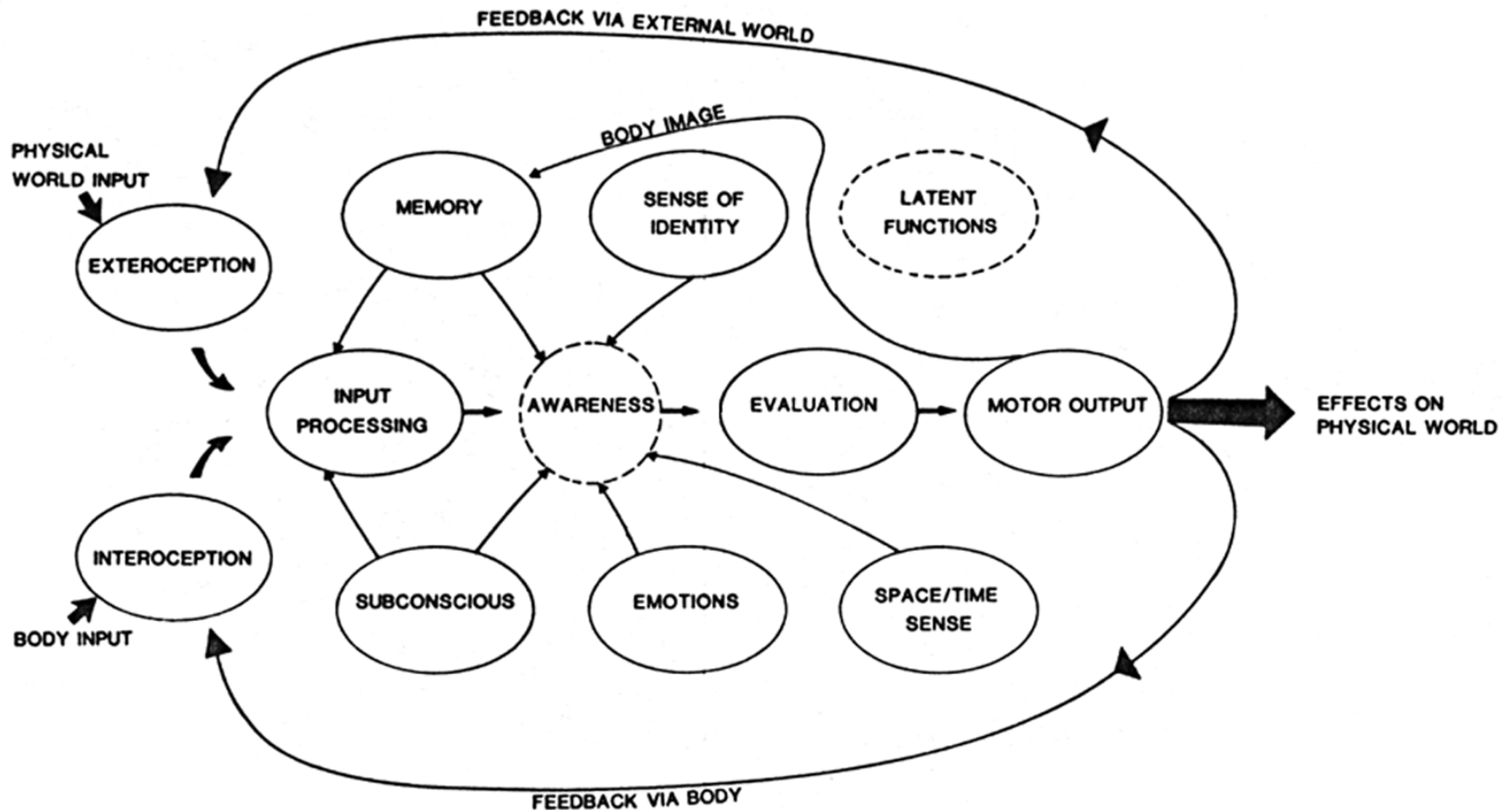
Storylistening Trance

Revised Storylistening Trance

MODEL OF THE STORYLISTENING TRANCE EXPERIENCE

STORY

FAMILIARITY (but told differently)	LANGUAGE (neither too difficult nor too easy)
PARADOX (nonsensical story beginnings)	HUMOR (releases tension)
NOVELTY (power of the unknown)	VISUALLY DESCRIPTIVE (facilitates visualization)
STORY CONTENT (matches desires, considerable dialog)	EMOTIONALLY CHARGED

STORYTELLER

RHYTHM	EYE CONTACT
EFFORTLESSNESS (polished, relaxed, flow)	PERFORMER'S INVOLVEMENT (body, enthusiasm)
VOCAL QUALITIES (commands attention, matches story, rich, warm, mid-volume, cadenced)	PERFORMER'S ABILITY (awe, consistent and appropriate character voices)
PHYSICAL QUALITIES (appearance fits expectations, no distracting clothing, hair or adornment)	PERFORMANCE STYLE (matches personal preferences, relaxed, confident, matches story and teller)

Baseline State of Consciousness → Transitional State → Altered State of Consciousness ↔ Baseline State of Consciousness

LISTENER

OCCUPATION/TRAINING (emphasis on internal or external focus/vigilance)	RAPPORT WITH PERFORMER (prior experience, story introduction, trust)
EMOTIONAL COMFORT (lack of emotional distractions)	EXPECTATIONS FOR EXPERIENCE
MEMORIES	IDENTIFICATION (with characters, emotions, settings, or actions)
PERSONAL PREFERENCES	

CONTEXT

A "STORY" PLACE (fireside, festival, etc.)
PHYSICAL COMFORT (temperature, seating, lighting, sound, odors)

Systems Approach to ASCs (Tart)

SYSTEMS APPROACH TO UNDERSTANDING STATES OF CONSCIOUSNESS

Systems Approach to Storytelling