

When two or more characters have opposing motivations among them, one character's motivation to use his ability to achieve a desire limits another character's ability to achieve his desire and conflict is created. The degree of conflict is determined by the magnitude of the potential and the intensity of the motivations.

JUSTIFICATION

To understand Justification is to understand Story Structure. Story STRUCTURE simply follows the path of the Protagonist as he strips away layers of justification until he clearly sees the problem he must solve and therefore can make a choice. This is the process of problem solving that mirrors the way the Mind deals with dilemmas.

Justification is a complex subject and requires a discussion of its component parts before the whole can be appreciated and employed.

CAN/NEED WANT/SHOULD

"I am happiest when I...

CAN do what I NEED to do.

WANT to do what I SHOULD do."

Goal oriented people are happiest when they Can do what they Need to do.
Condition oriented people are happiest when they Want to do what they Should do.

NEED is the combination of WANT and CANNOT. SHOULD is the combination of CAN and DO NOT WANT. SHOULD is not a moral judgement, it expresses an ability that is unused because of lack of desire. NEED is not a moral judgement, it expresses a desire that is unfulfilled because of lack of ability. When a character

WHAT is justification?

Not sure this is the best way to introduce this material.

perceives a need, ^{in reality} he is unable to get what he wants. When a character perceives a ^{in reality} should, he has no desire to do what he can.

CAN/NEED and WANT/SHOULD people have great difficulty in understanding one another. If a Can/Need person has an ability that but no need for it to fulfill, he is unhappy and will manufacture a Need for that Can. Example, "I climbed the mountain because it was there." If a Want/Should person has a want but no should for it to applied to, he is unhappy and will seek a Should for the Want. Can/Need people will change their abilities to counter a need (which is a want and cannot). The can and cannot will cancel leaving an achieved Want. Want /Should people will change their desires to counter a Should (which is a can and do not want). The want and don't want cancel leaving a workable ability.

Since Want/Should people change their desires to meet Shoulds, Can/Need people see them as fickle. Since Can/Need people alter their abilities to meet Needs, Want/Should people see them as insensitive. Everyone and every character has both abilities and desires, but Can/Need characters will change their abilities to achieve a want and Want/Should people will change their desires to exercise an ability.

TO BE OR NOT TO BE / TO HAVE OR HAVE NOT

There are ^{ONLY} two types of achievements: to BE something or to HAVE something. There are two corresponding types of methodology: to BECOME something or to DO something. Can/Need people are comfortable doing something to have something, Want/Should people are comfortable becoming something to be something.

As long as each type of person stays in his world, he can deal with his wants and achieve them with the appropriate can. But if they seek achievement in the other world, they do not know how to go about it. A Can/Need person who WANTS TO BE

MOTIVATION Through Justification

That clear
Too much spin on

Good

NOT SET UP - IDEA of world

Possibly world view

NO — They do not know "How to Become"

something cannot conceive of BECOMMING it. Rather, they try to DO SOMETHING to become it, have a want in the other world, they do not understand how to obtain it.

↑
missing information

DILEMMA

The Protagonist has no problem until he is faced with a dilemma. If the Protagonist is a Can/Need person, his dilemma will be in the Want/Should world. If he is a Want/Should person, his dilemma will be in the Can/Need world.

REWRITE →

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