1. Explain the problem with only "writing what you know". How will you, as the screenwriter, go about creating stories that exist outside your realm of experience?
	1. The problem with only "writing what I know" is that my life is very boring and stressful, so there is not much for me to write about. Instead, I will create stories that exist outside of my realm of experience, using my imagination to guide me through. I'll brainstorm a movie idea, try and find out if it is a good idea, and if so I'll develop it using knowledge and more imagination. However, my imagination is influenced by the things in my life, like the culture I grew up in and the things I watched or read.
2. Explain what makes a fantastical story believable.
	1. What makes a fantastical story believable are believable characters. The characters have goals and experience emotions. The characters are faced with decisions that they must deal with. The characters feel and show all sorts of emotions in ways that make sense to the audience.
3. What tools are needed to write "believable" characters?
	1. The character needs to make sense and seem real to be believable. They need to have unique personalities, whether they are lazy, passionate, careless, whatever, they need to act unique. They also should have contradictions in the story. Nobody is perfect, so neither should the character be. The character should make stressful decisions, and sometimes the wrong ones.
4. How do you move a story idea beyond simple spectacle?
	1. Make the story a good story. Develop the characters and make them relatable. Have the characters go through conflicts and make tough decisions. Make sure the characters have motivations and goals rather than characters that get carried around the story.
5. What ingredients are necessary to create a compelling story?
	1. Conflicts between characters, conflicts within characters, goals for characters, relatable and well developed characters.
6. Explain the difference between the "inner" and "outer" focus of a story.
	1. The inner focus of the story how the story’s order is arranged in a way that a move towards a resolution. It focuses on the decisions characters make that have consequences and rewards. The decisions should have high risks and should be able to keep the audience entertained. If there are no consequences for a decision, then the audience won’t be intrigued. Outer focus is usually the dramatic irony of the story, meaning the inherent things about the characters actions and dialogue that are understood by the audience but not the characters themselves.
7. What is the biggest mistake beginning writers make? Why is it a problem?
	1. The writers write their screenplay like a novel, giving detailed descriptions of the setting and making the script a lot longer and more detailed than it should be. This becomes a problem because it takes away all the creative freedom of the rest of the crew and it bores studio executives that see the script. To make it easier and better on everyone, make the script simple.
8. What are the structural elements of a script?
	1. 3-act structure, plot, character, setting, time, dialogue, pace.
9. Why is it important to predict Hollywood’s upcoming trends?
	1. It is important to predict Hollywood’s trends because then you can stay ahead of the curve. Right now, from what I can tell, there is no certain genre of movie that is trending. However, if, for example, giant monster movies start to trend, I should avoid giant monster movies.
10. Describe what a synopsis should entail.
	1. A synopsis should be able to tell the story in only a few pages, so that it is quick and understandable. It should show what the story is about with no need for dialogue or scenes. Basically, telling the story as quickly as possible, but also leave whoever reads it wanting more.
11. What is "creative discipline? Why is it important?
	1. Creative discipline is the ability to sit down and get to work. It’s important because without it no story will go anywhere. I struggle with creative discipline because I lack time and, well, discipline to do the things I need to do, but it is something that I’m going to work on.