

Worldbuilding Presentation - Estella Edgewater

World type

- Reality
- Parallel reality (Percy Jackson)
- Made from scratch

Establishing the Lens

- What is the lens that you are viewing the world through?
- Someone old, someone young? What are their experiences? Where do they come from.
- Established knowledge vs active learning
- The directions that you take your main character/s sets the tone.

Real world references

- Why?
- Is it important to the story?
- Why does it matter that Mary goes to a 7Eleven instead of a convenience store? (Dating the work. Zootopia - Burning Mammal)
- Remember that not everything has a neutral origin (French fries, Boston accent)

History of the land

- How things started
- Peak moments
- Innovation and progress
- How you arrive at the present
- Real world biases (Like patriarchy)
- Currency
- Language and its influence

Inhabitants

- Do you have fantasy races?
- Where are they from?
- Cultures
- Societies
- Stereotypes
- Is there racism and sexism? If so, what is the relevance?

Gods

- Is there an all encompassing pantheon of gods?
- Is there any religion?
- How real is religion?
- Religious references

Afterlife

- Do you have death?
- Is there a crucial moment of death?
- How does an afterlife affect your story?

Magic

- How does it work?
- Why does it exist?
- What is its role in and outside your story?
- Hard rules.
- How can the rules adapt?

Evil

- Is there evil?
- What is the all encompassing form of evil?
- What does your world associate as typically evil? Witches? Vampires? The mafia?

Do the work

- What elements from the real world require research?
- If you don't want to do the research, do the work. Make it up and make it your own.
- You lose readers if you don't know how a thing works (anchor, ayahuasca, horses)

Consistency

- If aspects of your worldbuilding aren't consistent, be ready to explain why.
- Anything that deviates from the established rules must have a reason that is clear to your reader, otherwise it could lead to your reader being confused or frustrated because you contradict the rules you set.

Who's the MC? Where are we? What's the genre?	What everyone knows
How it works Crucial moments How it applies to story Motivation Passion The MC foil Magic and dragons A force of evil	What readers know
Origins Impact	What fans know
The thousand year history The first moments Before the evil Why it works Can it work different? Why? Why not?	What the writer knows
Gaps in lore This doesn't make sense yet What am I doing with this? Does this even matter?	Work in progress
Improvisation is the greatest form of discovery	What no one knows