

# Genre: Crime\*

How do you expose and punish criminals?

<b>Genre</b>	Crime emphasizes bringing criminals to justice and preserving safety.
<b>Subgenres</b>	Murder Mystery (Master Detective, Cozy, Historical, Noir/Hardboiled, Paranormal, Police Procedural), Organized Crime, Capers, Courtroom, Newsroom, Espionage, Prison.
<b>Expectations</b>	<b>Focus:</b> Bring the killer to <b>justice</b> and restore <b>personal safety</b> . <b>Values:</b> Range between <b>injustice and justice</b> . <b>Emotions:</b> Readers feel the <b>intrigue</b> to solve the puzzle. <b>Climax:</b> The protagonist restores safety by <b>exposing the killer</b> .
<b>Conventions</b>	<ul style="list-style-type: none"><li>- The antagonist's object of desire (i.e., the MacGuffin) is revealed.</li><li>- Include true (i.e., evidence based) and false (i.e., red herring) clues.</li><li>- Personal interactions between antagonist and protagonist.</li><li>- Time constraint on the protagonist or antagonist to act.</li><li>- Additional conventions based on the subgenre.</li></ul>
<b>Scenes</b>	<ul style="list-style-type: none"><li>- One or more characters are victims of a crime.</li><li>- The intellect, strengths, or power of the antagonist are revealed.</li><li>- The protagonist discovers the antagonist's MacGuffin.</li><li>- Events reveal the process of discovering the antagonist's identity.</li><li>- The protagonist exposes the antagonist in the story's climax.</li><li>- The antagonist is brought to or escapes justice (subgenre based).</li></ul>
<b>Characters</b>	<b>Protagonist:</b> A person focused on bringing criminal to justice. <b>Antagonist:</b> A criminal who disrupted the sense of safety. <b>Others:</b> Victim(s), Suspect(s), Support Characters (e.g., Sidekick).
<b>Plot</b>	<b>A:</b> One or more puzzling crimes with one or more suspects.
<b>Subplot</b>	<b>B:</b> A character helps protagonist learn internal theme. <b>C:</b> Protagonist's transformation forms character arc. <b>D:</b> Some community conflict of interest to readers. <b>E:</b> The setting creates a story world readers want to visit.
<b>Theme</b>	<b>External:</b> Justice vs. Injustice (Protagonist wins by outwitting Antagonist). <b>Internal:</b> Varies by subgenre. <b>Philosophical:</b> Varies by subgenre.

\*This profile was inspired by Shawn Coyne and the editors at [storygrid.com/crime-genre/](http://storygrid.com/crime-genre/).

