

# Genre: Worldview\*

Will the character ever solve the problem given the individual's existing belief structure?

<b>Genre</b>	Worldview focuses on the protagonist's yearning to understand self and strengths.
<b>Subgenres</b>	Disillusionment, Education, Maturation, Revelation.
<b>Expectations</b>	<b>Focus:</b> Realize <b>self-actualization</b> by <b>replacing an old belief with a new one.</b> <b>Values:</b> Range between <b>ignorance and wisdom.</b> <b>Emotions:</b> Feel the emotional range between <b>pity and satisfaction.</b> <b>Climax:</b> Hero uses or ignores newfound wisdom to <b>grow or regress.</b>
<b>Conventions</b>	<ul style="list-style-type: none"><li>- A mentor figure.</li><li>- Social problem (e.g., racism) of magnitude serves as backdrop.</li><li>- A support character says one thing but does another.</li><li>- A point where protagonist realizes there is no going back to old way.</li><li>- The bittersweet ending is either win-but lose or lose-but-win.</li></ul>
<b>Scenes</b>	<ul style="list-style-type: none"><li>- A trigger event serves as either an opportunity or challenge.</li><li>- The protagonist is reluctant to accept the opportunity or challenge.</li><li>- The protagonist lashes out when forced to change.</li><li>- The antagonist's object of desire is discovered by protagonist.</li><li>- The protagonist's approach fails to outmaneuver the antagonist.</li><li>- At a low moment, protagonist acknowledges need to change.</li><li>- The climax/resolution depends on the subgenre (win/lose; lose/win).</li></ul>
<b>Characters</b>	<b>Protagonist:</b> A protagonist ignorant of an alternative to existing belief. <b>Antagonist:</b> Self in the form of the protagonist's ignorance. <b>Others:</b> Mentor (i.e., a person who helps protagonist learn new belief).
<b>Plot</b>	<b>A:</b> The protagonist must replace an old belief with a new one.
<b>Subplot</b>	<b>B:</b> (Worldview frequently serves as an internal subplot to other genres.) <b>C:</b> <b>D:</b> <b>E:</b>
<b>Theme</b>	<b>External:</b> Ignorance vs. Wisdom (Gain wisdom by protagonist sharing strengths). <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/worldview-genre/](http://storygrid.com/worldview-genre/).

