Binge Check-In

Note any physical reactions you had when you were reading that were on the binge spectrum (heart palpitations, excitement, increased heart rate, inability to stop when you normally would, etc.). Don't forget to note, places where you got bored, annoyed, etc.:

Bingeable Reading Notes

Character Notes

Now that you've had a chance to listen to two bingeable lectures, begin noting some of what you're learning about what makes a character bingeable into your notes. Of course, what's key is if they're bingeable to YOU, so your personal binge factors and impressions continue to be the most important here.

Protagonist:

Love Interest:

Antagonist:

Bingeable Reading Notes

Crew Notes

After you listen to the bingeable lecture, write up some notes on the crew in your bingeable re-read. Consider power structures, roles in the crew, how they are a mirror for your protagonist, how they challenge them, and more. Also be sure to note if these characters are fully fleshed out, or just satellites around the protagonist, only serving the plot.

Note: If your bingeable re-read doesn't have a crew, use this space to explore the secondary characters in the story.

Bingeable Reading Notes

Other Story Elements That Add To Binge For You—Consider The Following—and jot down notes:

·Voice

·Setting

·Plot

·Pacing

–Stakes

·Mysteries, twists, turns in the plot

·Drama / Suspense / Tension

·Obstacles for Proto

·Obstacles for Proto & Love Interest or Crew

–Structure

–Experimental storytelling

–World-building

–Intellectual stimulation

–Relevancy to your own life / times

–Themes

–Romance / Relationships

–Book or chapter length

–Amount of POVs

–Tense prose is written in

–Interpolations (stories within stories, other "media")

–Profluence

–Era (modern vs historical)

–Inclusion of magic, technology, or specific interests

–Series or standalone

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Bingeable Reading Notes

Now, what DIDN'T work for you in these chapters? Consider the above categories, as well as the following:

·Breaks the fictive dream

–Genre tropes

·Clichés

·Writing style (voice, too much telling, language, etc.)

·Stock or flat characters

·Convenient plot elements

·Character Issues (Not enough agency/too passive, annoying habits/quirks, etc.)

·Info-dumping

–World-building

–Too "on the nose" or didactic

–Holding the reader's hand too much

–Biased / Not well-researched

–Racist, sexist, or bigoted elements

–Lazy approach to craft and story

–Too long

–Unoriginal, covering well-trod territory

–Not "adding to the conversation"

–Triggering in a personal way

–Not handling sensitive material with sophistication

–The author is too present, showy