Scene Fix Cheat

If a scene isn't being effective, it's probably going to be seen as needless filler, and that's not good.

Remember the mantra; If it's not moving the plot forward, revealing character, delivering pivotal exposition, or is massively entertaining, it's a potential cut.

But how do you figure out what's not working and how to fix it?

Here's an easy cheat: Every scene needs to answer these five questions:

1	**Whose scene is it?**	Identify the main player by considering whose perspective we're watching the scene from. Whose actions are driving the plot forward and whose got the most to lose?
2	**What's their goal?**	What does the focused character need to accomplish during that precise scene? This can differ from the overarching goal by being a mini goal instead.
3	**What's the conflict?**	What's stopping that character from achieving their goal? Don't feel that you need to solve that problem during the scene. An unsolved conflict creates a hook that makes the audience want to stick around to see resolved.
4	**How do the character(s) feel?**	What emotion(s) are they experiencing throughout the scene? Having a positive to negative (or vice versa) emotional change, like happy to sad, for example, occur during the scene can help to make it more dynamic.
5	**Why will the audience care?**	What's happening in the scene that will emotionally engage (or hook) the viewers. Is a beloved character in peril? Is there a clue or pivotal question being answered etc?

Answering these questions will allow you pull focus on what needs to happen, to whom, and to ensure there's some sort of emotional engagement occurring that keeps the audience hooked during the scene - and beyond.

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