

# PARASPORTS ADVENTURER

**SHIFTING BOUNDARIES: INSPIRATION FOR BECOMING A PARASPORTS ADVENTURER**

**HERO FRAMEWORK**



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**The Parasports Adventurer HERO storytelling framework is used to assist those telling stories about adventurers, it can be applied to any forms of media (interviews, films, article writing etc).**

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**The framework is based on the narrative structure created by Joseph Campbell where “A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered, and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow person”.**

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**TRIALS**

Upon entering the special world, the hero will encounter a number of trials. These trials will test the hero and can be based on a number of different elements e.g. solving a riddle, overcoming a physical or mental hurdle.

5

**APPROACH**

This stage forces the hero to confront their fears.

6

**CRISIS**

Following the confrontation of their fear, the hero enters a stage of crisis. This is the darkest hour for the hero where they are facing defeat or failure in their pursuit.

7

**TREASURE**

The hero overcomes the crisis and as a result claims recognition, a special power, a physical reward.

8

**RESULT**

Do the fears confronted by the hero bow down or chase the hero from the special world?

9

**RETURN**

The hero returns to the ordinary world from the special world marking the end of the adventure and the beginning of adaptation to the previous environment.

3

**DEPARTURE**

The hero crosses the threshold from the ordinary world into the special world in order to begin the journey.

2

**ASSISTANCE**

In order to assist the hero on their adventure they will receive wisdom, guidance or help from a mentor who has an understanding of the special world that the hero is about to enter.

1

**CALL TO ADVENTURE**

A call to adventure occurs, perhaps through an invitation or a challenge. This call can be either welcome or unwelcome, but it will call the hero to move beyond the status quo and their ordinary world.

10

**NEW LIFE**

This experience and adventure has changed the hero, who begins a new chapter in their life based on the experience.

11

**RESOLUTION**

The hero's storyline is resolved, with them living in the ordinary world again, but with the benefit of having learnt from their adventure.

# PARASPORTS ADVENTURER



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**This structure is transposed and applied to becoming a Parasports Adventurer with the 'Hero' in this case being the subjects of the film and the journey they take from the common day into a supernatural world before returning, is the steps our hero takes to become an adventurer, recording their hopes and fears, the challenges they face, their ability to overcome and the lessons learned on their return.**



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**The structure is meant as an inspiration rather than an obligation. Media makers can use the framework as far as they feel is valuable but should not feel obligated to follow the framework entirely. Below, the structure is broken down into the individual stages.**

# STORYLINE PLANNER.





**A call to adventure occurs, perhaps through an invitation or a challenge. This call can be either welcome or unwelcome, but it will call the hero to move beyond the status quo and their ordinary world**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"What motivates you to undertake this adventure?"*

*"Why is this an adventure for you?"*

*"Why can't you refuse this adventure?"*



# 1. CALL TO ADVENTURE

**In order to assist the hero on their adventure they will receive wisdom, guidance or help from a mentor who has an understanding of the special world that the hero is about to enter.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"What advice do you have for our hero?"*

*"How can you help our hero?"*

*"What experience do you have of this adventure?"*



## **2.ASSISTANCE**

The hero crosses the threshold from the ordinary world into the special world in order to begin the journey.

General Idea

Shots/Media Planned

Questions

i.e.

*"How do you feel about the upcoming adventure?"*

*"Do you have any hopes/fears about the adventure?"*



## 3. DEPARTURE

**Upon entering the special world, the hero will encounter a number of trials. These trials will test the hero and can be based on a number of different elements e.g. solving a riddle, overcoming a physical or mental hurdle.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How will you overcome the challenge?"*

*"Do you think you can overcome the challenge?"*

*"Does the challenge make you excited or fearful?"*



# 4.TRIALS

**This stage forces the hero to confront their fears.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How does it feel to confront your fears?"*

*"What inspires you to push yourself to conquer these fears?"*



# 5. APPROACH

**Following the confrontation of their fear, the hero enters a stage of crisis. This is the darkest hour for the hero where they are facing defeat or failure in their pursuit.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"Can you describe how failing in something feels?"*

*"Does it inspire you to continue you or to give up"?*

*"What is it that keeps you going through tough times"?*



# 6.CRISIS

**The hero overcomes the crisis and as a result claims recognition, a special power, a physical reward.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How does it make you feel to overcome the challenge?"*

*"What does it mean to you to have achieved this?"*



# 7.TREASURE



# Do the fears confronted by the hero bow down or chase the hero from the special world?

General Idea

Shots/Media Planned

Questions

i.e.

*"Do you feel like you've conquered this challenge for good?"*

*"How will you feel when you return?"*



# 8.RESULT

**The hero returns to the ordinary world from the special world marking the end of the adventure and the beginning of adaptation to the previous environment.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How does it feel to return, relieved, disappointed, regretful, joyous?"*

*"Would you do anything differently next time?"*



# 9. RETURN

**This experience and adventure has changed the hero, who begins a new chapter in their life based on the experience.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How has this experience changed you?"*

*"What have you learned from the experience?"*



# 10. NEW LIFE

**The hero's storyline is resolved, with them living in the ordinary world again, but with the benefit of having learnt from their adventure.**

**General Idea**

**Shots/Media Planned**

**Questions**

i.e.

*"How would you describe your HERO's journey?"*

*"How does this adventure impact your everyday life?"*



# 11.RESOLUTION



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**Complete campaign materials and tools for download can be found at the project website: [www.parasports.world/adventurer](http://www.parasports.world/adventurer)**

