Goodwin's Story Structure

Labov's theory covers individual narratives. Charles Goodwin's model highlights the interactive nature of storytelling. So it's useful when analysing multi-speaker interaction. The table below shows the six interactional techniques that speakers use when building narratives together.

Story preface:	A signal that a speaker wants to tell a story and an invitation for others to show interest
Story solicit:	A response from someone else to indicate that they want to listen to the story
Preliminary to the story:	Background information to the story in the form of 'who', 'where', 'what' and 'why'
Story action:	The main body of the narrative
Story climax:	The conclusion of the narrative
Story appreciation:	Signals from the audience that communicate their response to the narrative. This might be at several different points during the story and could consist of questions, agreements and laughter or other emotions,