



# **The Near Future Genre**

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**March 5, 2020**





# **The Near Future Genre**

**Introducing**

**The  
Near  
Future  
Genre**

**Site Purpose**

**A feature website for futurist writers wishing to take readers from the current state of the world and into projected potential futures through the media of fiction.**





# **The Near Future Genre**

**Introducing**

**The  
Near  
Future  
Genre**

**The Rational:**

**There is a large library of  
nonfiction that requires a bridge  
into potential futures, not  
something easily achievable  
through nonfiction.**





# **The Near Future Genre**

**Introducing**

**The  
Near  
Future  
Genre**

**The Opportunity**

**Engaging the reader's mind,  
emotions, and intellect with  
optional futures based on  
humanity's current knowledge  
base.**



# The Near Future Genre

## The Bridge Between Nonfiction and Near Future Predictions.



**Nonfiction**



**Fiction**



**Fiction – the ideal tool  
for the futurist**

### The Earth is in a State of Flux

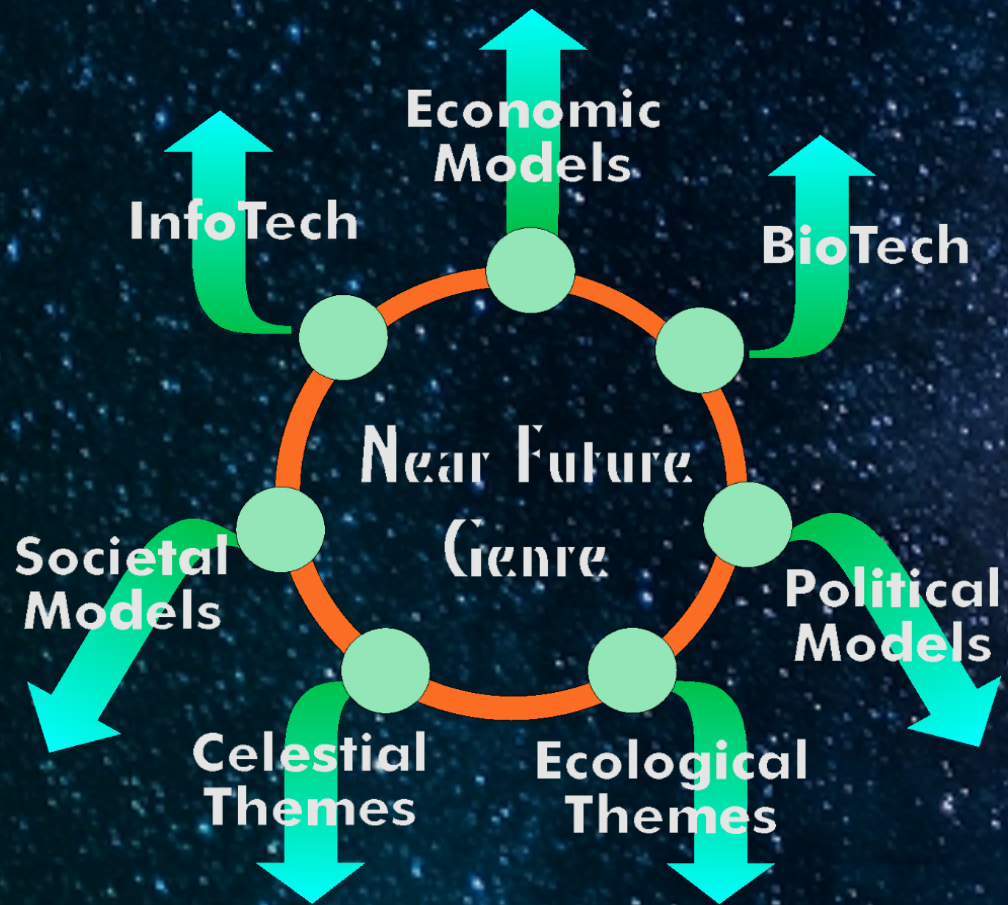
A large volume of nonfiction has been written yet human behavior has not changed. Why? Perhaps the media is not engaging.

#### Plots might include:

- BioTech
- InfoTech
- Political Models
- Economic Models
- Societal Models
- Ecological Themes
- Celestial Themes



# The Near Future Genre

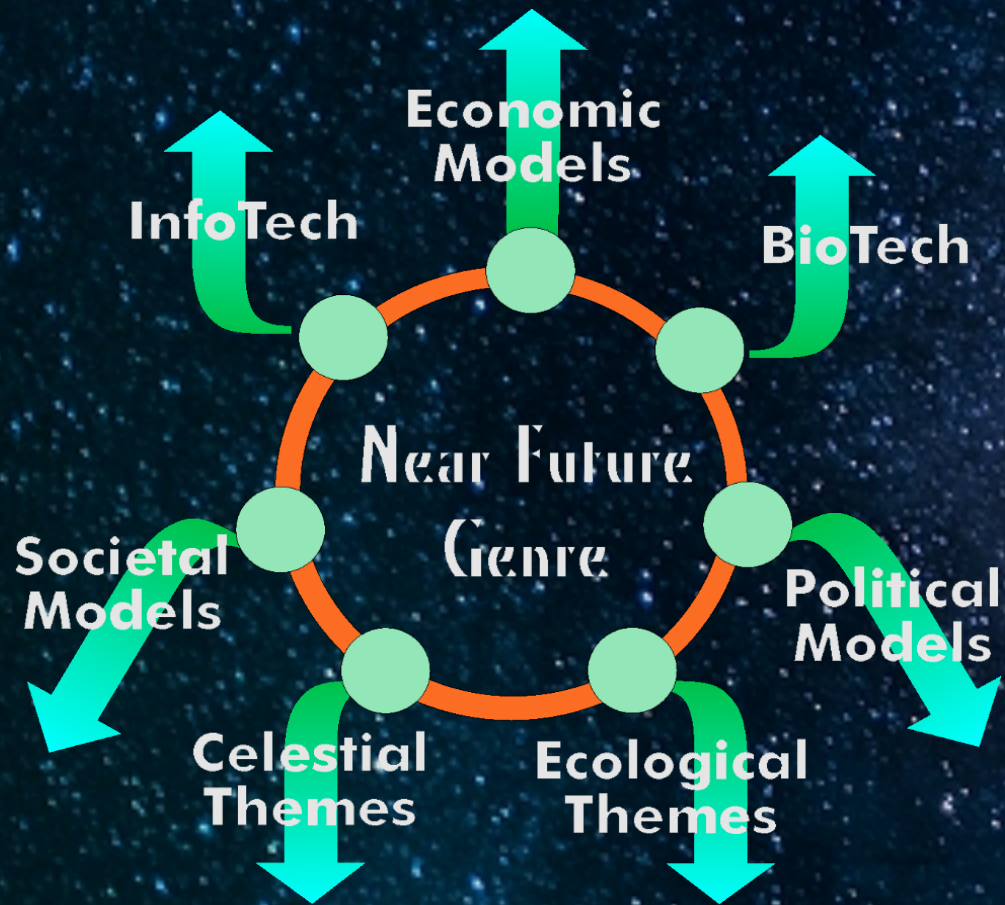


## The Genre's Structural Model

The Near Future Genre opens an opportunity for authors, agents, and publishers to satisfy a largely unexploited market need – a bridge between nonfiction and fiction. The ability to publish fiction based on current science, ecological conditions, and economic / political systems provides readers the opportunity to experience possible futures.



# The Near Future Genre



## The Genre's Structural Model

**Economic Models:** Business Restructuring, Capitalistic Rebuild, etc.

**InfoTech:** Artificial Intelligence, Mind Control, etc.

**BioTech:** Bio-Weapons, Bio-Engineering, Human Enhancement, etc.

**Societal Models:** Social Structures, Species Integration, etc.

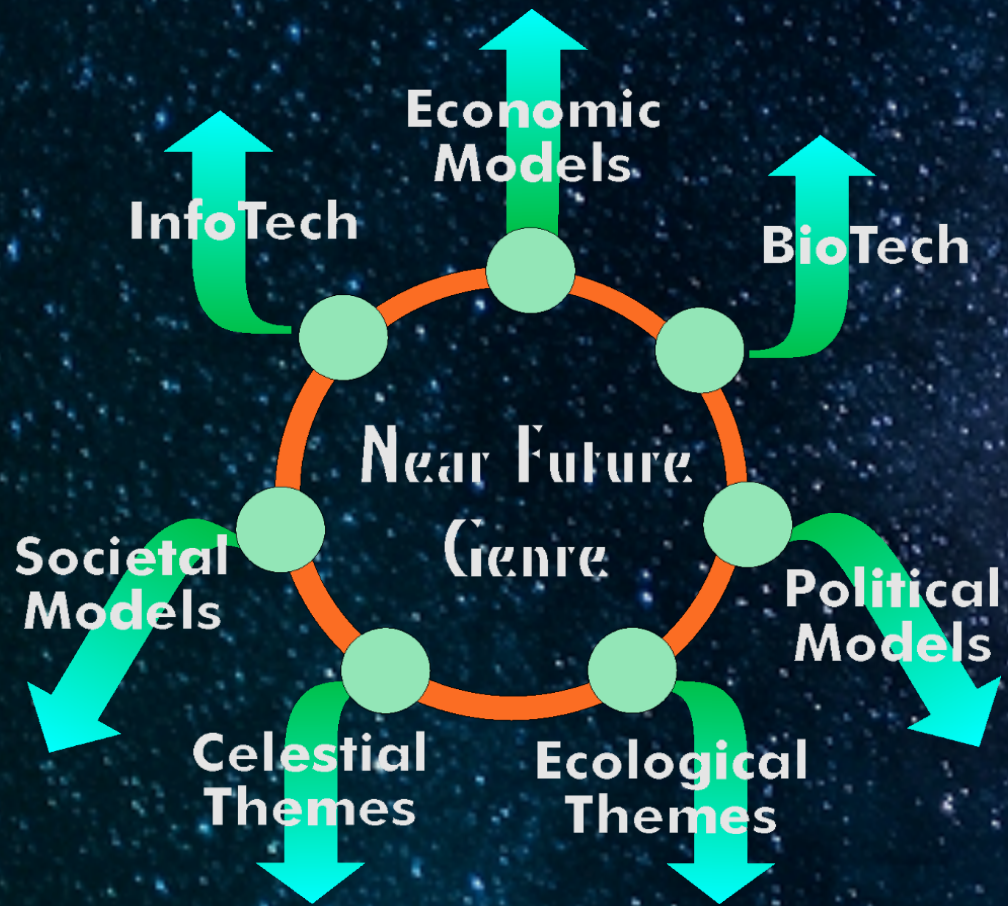
**Political Models:** Alternative Regimes, Bureaucratic Systems, etc.

**Celestial Themes:** Colonize Planets, Extra Terrestrial Integration, etc.

**Ecological Themes:** Ecological Restoration, GHG Reduction, etc.



# The Near Future Genre



## The Genre's Structural Model

For example, consider the biotech lateral. There is significant anxiety in the world regarding pandemics, human engineering, and a whole host of related potential events. The author may pick any of the biotech potentiality and create fiction ranging from a world pandemic to a story of two humans caught up in this disaster, everything from action and conflict to human relationships. All story lines are based on current science and the projection of plausible futures. The options are essentially unlimited.





## The Near Future Genre

## The Near Future Rules

The following are suggested as writing rules. Authors are expected to comply with these rules to qualify under the Near Future Genre.

- All events and actions are supported by current science or a reasonable extension of current science. For example, travel faster than the speed of light is disallowed by current science and not permitted under the genre.
- The genre has seven lateral foundations: societal, economic, political, and celestial models, and biotech and infotech.
- All projections of new models have their origins in current models.
- Events and actions are plausible. Space travel takes time requiring the author to devise a reasonable process for humans to survive trips spanning lifetimes.





## The Near Future Genre

## The Near Future Rules

- Character and emotional development is central to the book. Seeking happiness is fundamental.
- Emphasis is on dialogue versus narrative. The reader identifies with the characters through dialogue and actions.
- No explicit sex. Sexual relationships are important but without explicit details.
- The objectification of women is not permitted. Emphasis is on the equality of all life forms.
- Limited gratuitous violence. Unwarranted and unnecessary violence are generally unacceptable.





## The Near Future Genre

## The Near Future Rules

- Limited action, replaced with tension and drama. Continuous action scenes leads to meaningless action.
- A beneficial force is allowed and encouraged. The radical changes required for a positive future require an outside force – humans will never voluntarily undertake the required actions, a commonly accepted fact.
- Relationship building is encouraged. This might be relationships between humans, humans and nonhumans, or humans and aliens while maintaining plausibility.
- Writing style is classical. The overuse of metaphors, similes, and flowery descriptions are not encouraged. The writing is engaging and thought provoking, not poetry.



# The Near Future Genre

## Marketing Opportunity



The Near Future Genre is focused on a large segment of the world's population searching for potential positive future outcomes from any of the genre laterals. An author writing under the genre, or an agent focused on the genre, might access a large and growing reader base.

The primary advantage for the author might include an enhanced ability to attract the attention and support of an agent, and/or publisher.





## The Near Future Genre

## Feature / Benefits for Book Agents

Agents spend inordinate effort and time reading query letters, manuscripts, and bios only to shake their heads in frustration. Often, the writing ranges from acceptable to good with the story line from unacceptable to fair. The vast range of story lines under the Near Future Genre addresses this issue.

- Providing known quality writers with outline storylines,
- Opens an opportunity for nonfiction authors to provide alternative futures through fiction,
- Maintaining quality control through a set of writing rules (works well for Harlequin novels),
- Represents a powerful marketing tool when approaching and contracting with publishers,
- Improves working relationships with publishers,
- Improves ability to become involved with publishers' marketing program,
- Unique access to a large and evolving reader base,
- Opportunity to become an e-book provider,
- Go-to agent for a unique genre,
- Improved contractual terms and conditions with authors and publishers, and
- High sales potential leading to improved profitability.





## The Near Future Genre

## Feature / Benefits for Publishers

Business development is more difficult with the advent of on-demand publishing and e-readers impacting the publishing sector. The proposed genre might provide the following:

- Establish early market share through the establishment of a new high demand genre,
- Ability to develop focused marketing for a large market,
- The go-to publisher for a new genre,
- Improved sales volume and gross margin per unit,
- Tighter and more mutually beneficial working relationship with agents and authors, and
- Movie and TV Series opportunities.



# The Near Future Genre

## Reader Engagement

- Reader engagement is the objective.
- Some writers emphasize action to create excitement and engagement
- Other writers emphasize the bonding between people to create engagement

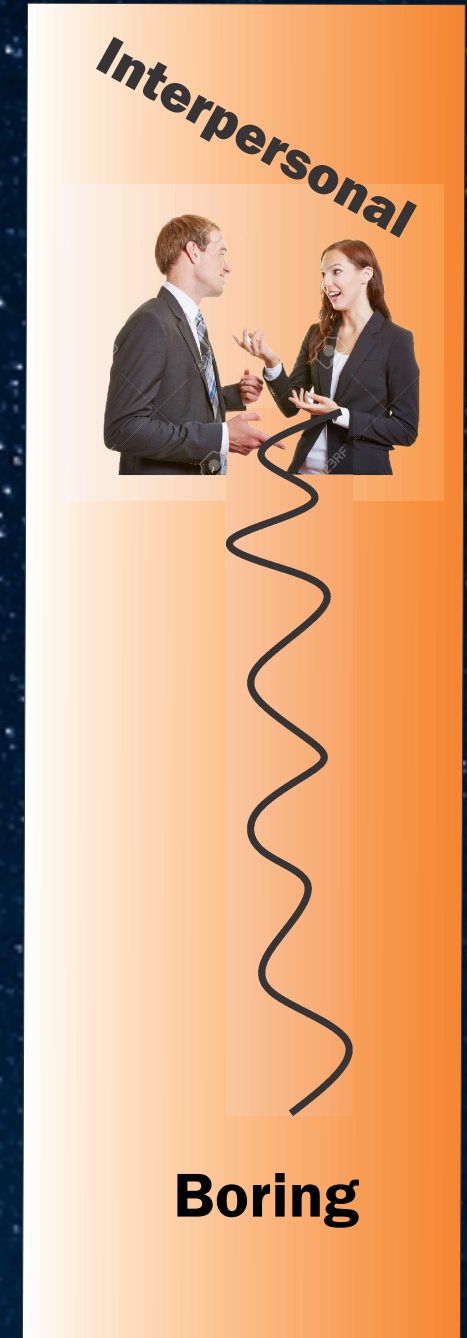
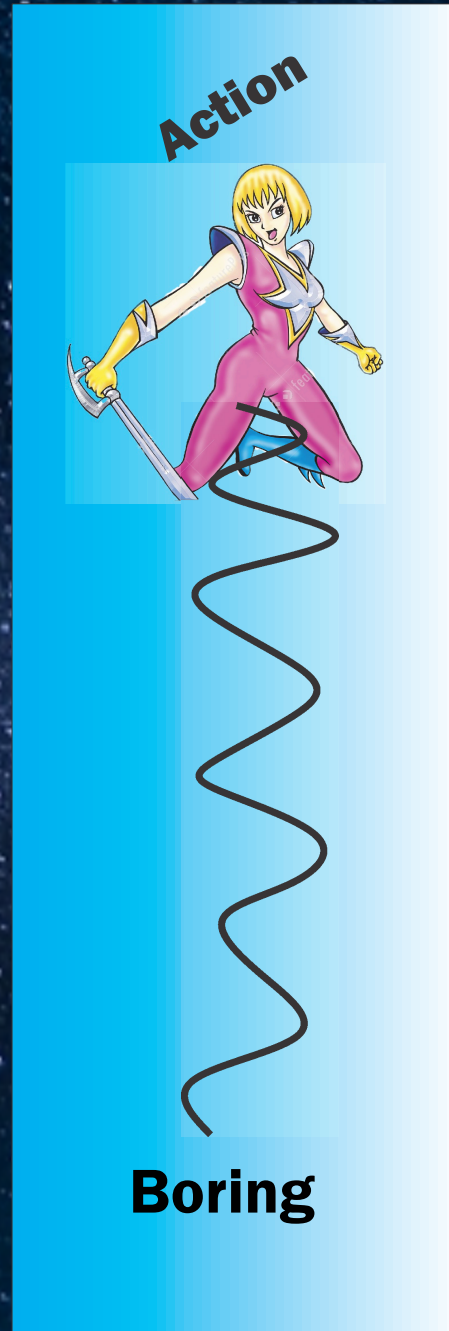




# The Near Future Genre

## Common Approach

- How often have you gone to a movie and thought 'when will this car race be over – can we get on with the story'.
- Or 'are these people ever going to do something instead of talk, talk, talk'.
- The reader falls out and disengages.

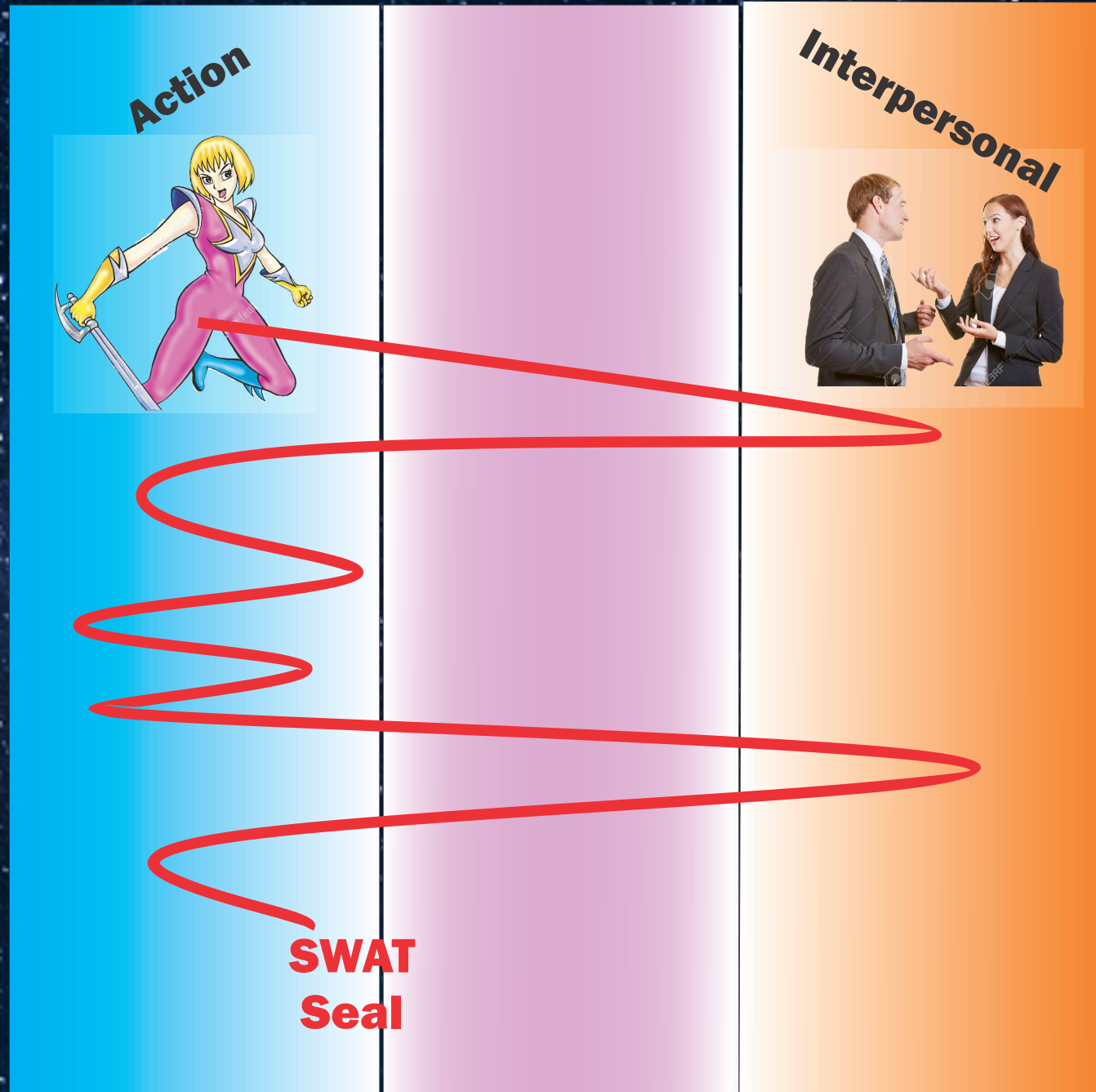




# The Near Future Genre

## Engaging Action

- Primarily action based.
- Deviates into the character's lives and interaction.
- A good method for character development and reader's identification with the character (i.e. feel emotions)
- The reader remains engaged.
- Examples are SWAT, and Seal

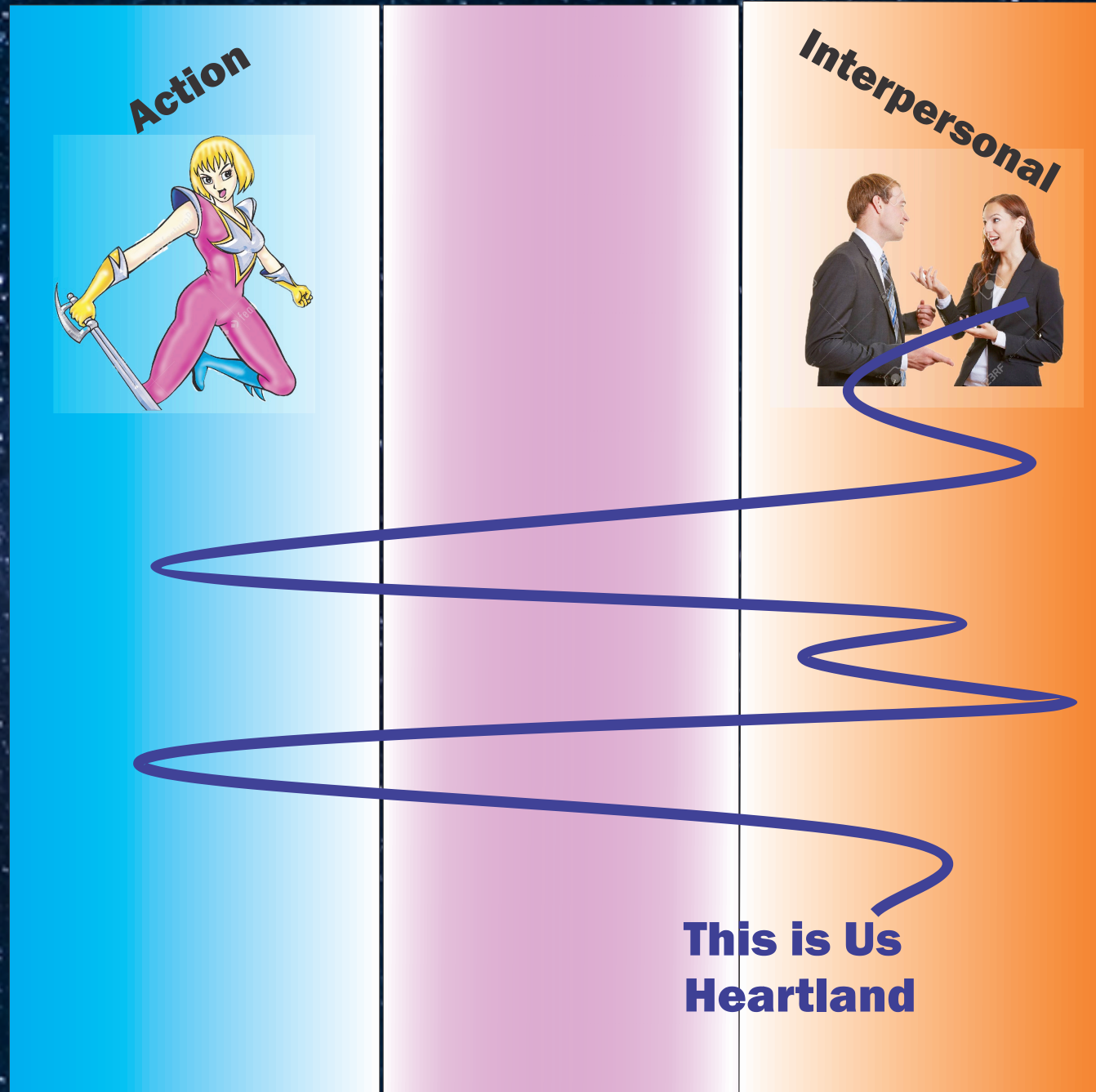




# The Near Future Genre

## Engaging Interpersonal

- Primarily character interaction based.
- Deviates into action scenes that may or may not involve the characters.
- A good method to facilitate engagement and suspense while retaining the fundamental interpersonal character development.
- The reader remains engaged.
- Examples are This is Us and Heartland. Blue Bloods is good at the interpersonal yet remains action based.

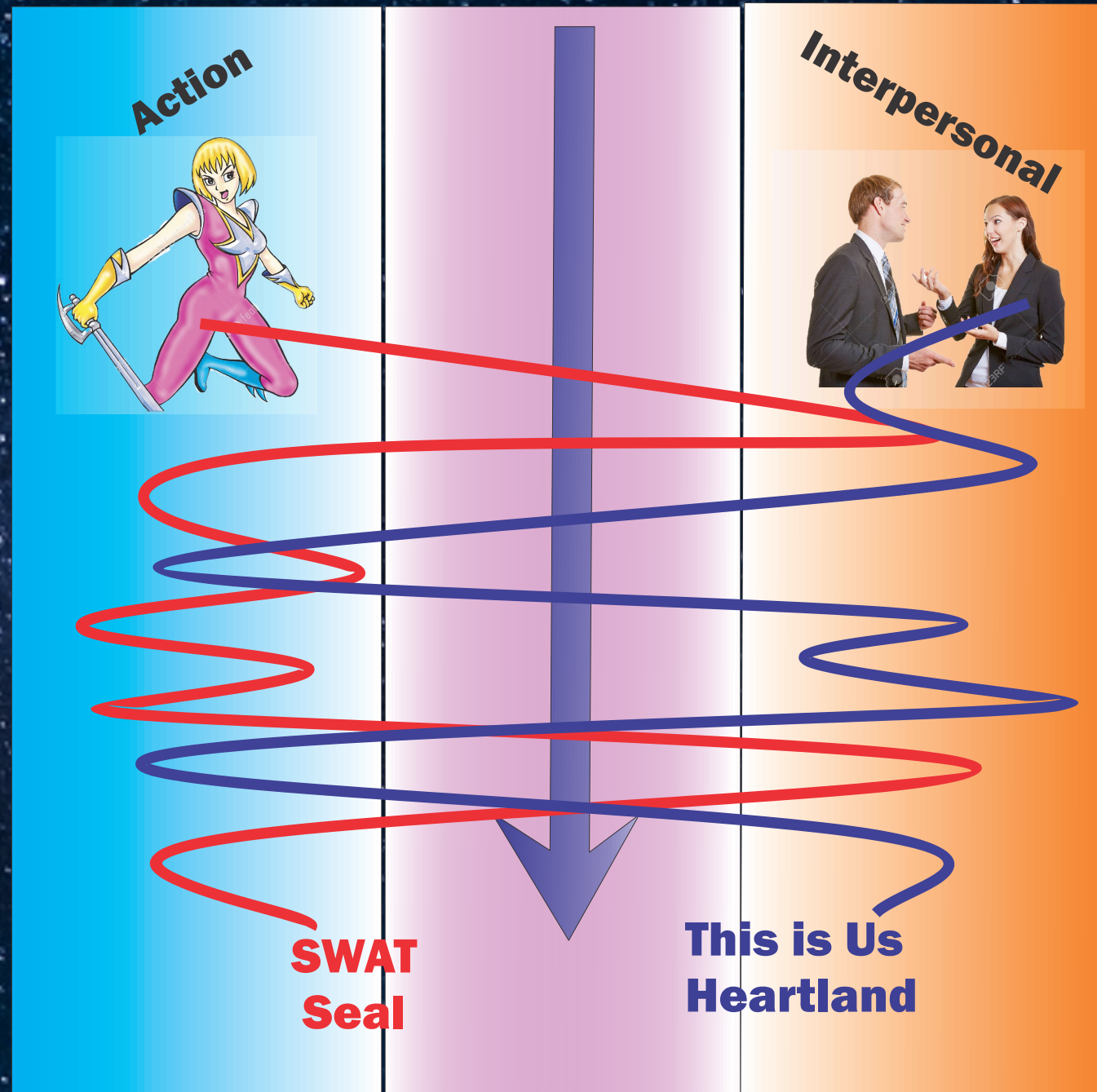




# The Near Future Genre

## The Best of Both

- Ability to maintain suspense and drama.
- Supports more engaging dialogue versus narrative.
- Facilitates character development while retaining engaging action.
- Better basis for theme – difficult in primarily action stories. .
- The reader is engaged regardless of the author's basic platform.

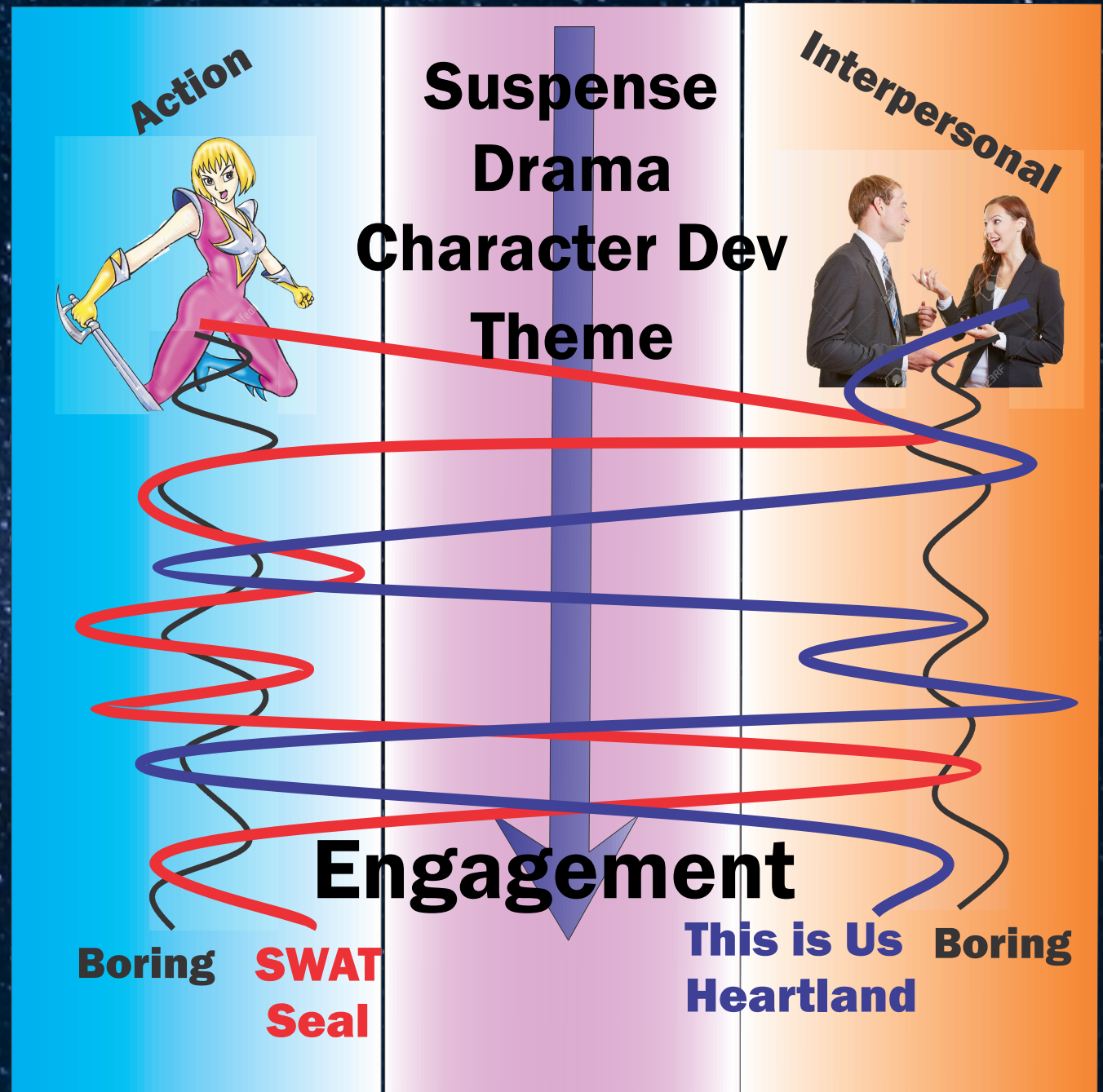




# The Near Future Genre

## Summary

- Engagement is best addressed through a combination of action and interpersonal (character development and interaction).
- Excessive focus on either extreme lacks engagement
- My personal preference leans towards the interpersonal (easier to build characters curves and engage the reader into the character's essence).



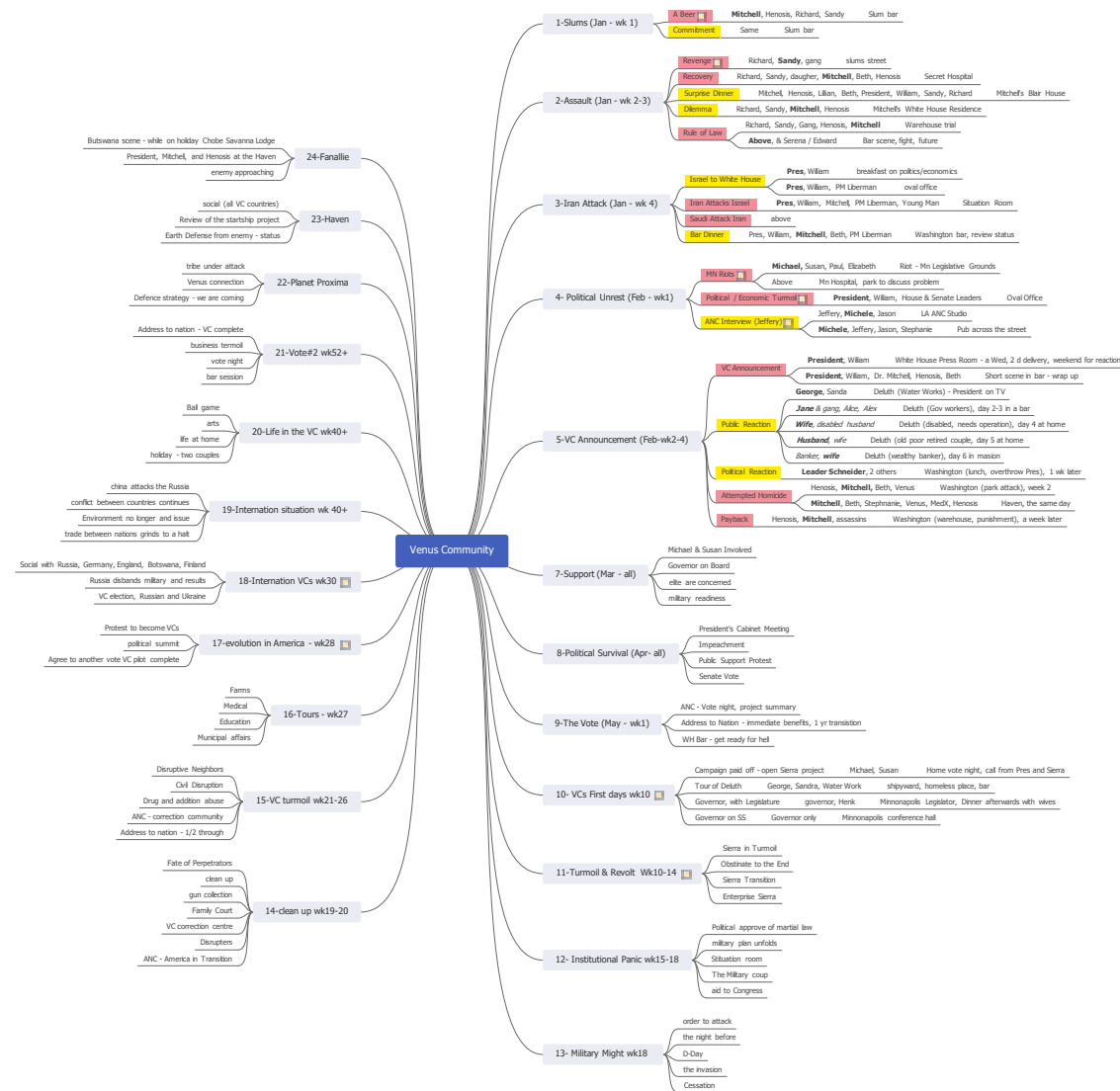


# The Near Future Genre

# My Writing Process

I prefer to begin with  
a MindMaster outline

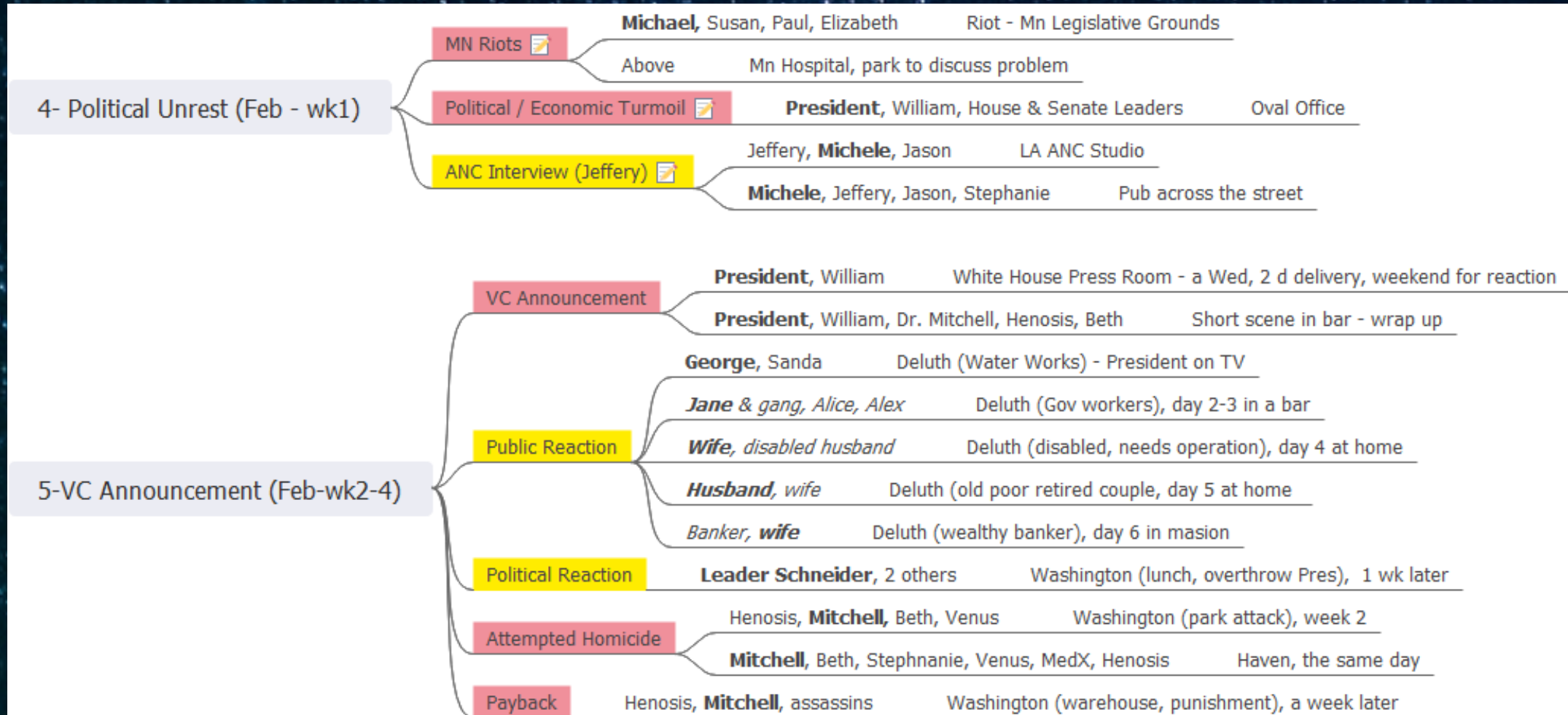
- Book Title
- Book Chapters
- Chapter Scenes
- Details





# The Near Future Genre

## My Writing Process





# The Near Future Genre

# My Writing Process

I prefer yWriter to prepare the detailed outline

The Venus Project - Sept 2019 by Karl Buchner - yWriter6 (Registered Version)

Project Reports Search Chapter Scene Characters Locations Items Tools Localise Help Android/iOS/Kindle out now ...

Title	W	S	Desc
Ch 1 - We Have Lost all Hope	0	2	Washington S
Ch 2- The Fear of Loosing Control	0	5	cont - violenc
Ch 3 - International Instability	0	4	Iran attacks Is
Ch 4 - American Political Unrest	0	3	Mn - Political
Ch 5- VC Announcement	0	5	Announce the
Ch 5 - VC Announcement	0	1	Annouce vote
Ch 6 - Support	0	0	Those the sup
Ch 7 - Political Survival	0	0	Impeachment
Ch 8 - The Vote	0	0	Mn becomes
Ch 9 - VC's First Days	0	0	MN Water wo
Ch 10 - Evolution and Turmoil	0	0	Water works a
Ch 11 - Enterprise Development	0	0	Sierra turmoil
Ch 12 - Government Panic	0	0	Military action
Ch 13 - Military Takes Over	0	0	Military in cha
Ch 14 - Military Defeated	0	0	End of militar
Ch 15 - America stabilized	0	0	collect guns, c
Ch 16 - Turmoil in VC	0	0	MN - Civil iss
Ch 17 - Tours - 6 months	0	0	Food Industry

[4] 4 - American Political Unrest description:  
Mn - Political Decline

Scenes Project Notes Characters Locations Items

Viewpoint	Words	Scene	Status	A/R	Filename	Characters	Locations	Date/Time	File Date
Sc Michele & Susan	0	Minnesota Riots - Fri Feb 1 (1130 - 2d)	Draft	A	RTF_00015.rtf	Michele & Susan, Paul & Elizabeth	St Paul, Minniss...	2030-02-01 11:30:00 AM	2020-02-28 10:08:22 AM
Sc President	0	Political & Economic Turmoil - Mon Feb 4 (1...	Draft	A	RTF_00016.rtf	President, William, House Leader Schneider, Senate Lead...	Washington DC	2030-02-04 10:00:00 AM	2020-02-28 10:08:22 AM
Sc Jeffery	0	ANC Interview - Tue Feb 5 (1900)	Draft	R	RTF_00018.rtf	Jeffery, Michele & Jason	Los Angeles, Calif	2030-02-05 7:00:00 PM	2020-02-28 10:08:22 AM

Minnesota Riots - Fri Feb 1 (1130 - 2d)

Content Description Characters Locations Items Scene Notes Goals

Day 1 - Month 2, Year 1 - A week after Israeli conflict (Friday - last day of work)  
Scene Objective: political instability and the demise of liberal democracy into anarchy.

Scene 1: Riot

- Michele and Susan go to visit Paul and Elizabeth in St. Paul
- meet at the legilsative ground - Paul at work inside (want to go for lunch together)
- two guys with rocket launcher fire into the building
- attackers killed by guards but not before heavy casualties
- Michele rushes in to heln Paul. he is injured

v:6.0.2.5 Total words: 0 (Added today: 0)

E:\WRITING - 2019\yWriter Files\yWriter - The Venus Project - Sept 2019\The Venus Project - Sept 2019.yw5



# The Near Future Genre

## My Writing Process

I find it easier to stay focused

The screenshot displays the yWriter6 software interface, a tool for managing and writing novels. The main window is titled "The Venus Project - Sept 2019 by Karl Buchner - yWriter6 (Registered Version)". It features a menu bar with options like Project, Reports, Search, Chapter, Scene, Characters, Locations, Items, Tools, Localise, and Help. Below the menu bar is a toolbar with icons for various functions. The main workspace is divided into several panes. On the left, there's a "Project" pane showing a list of chapters (Ch 1 to Ch 17) with their titles and word counts. The central pane is the "Scene" editor, currently showing "VC Announcement - Fri Feb 15 (1900)". It includes a "Viewpoint" dropdown set to "President", a "Description" field with text about the scene's objective and characters, and a "Tags" field. The right pane is a "Scene" editor for the same scene, showing a "Type of scene" dropdown set to "Action", a "Goal" field with the text "To announce the vote for the Venus Community Project", a "Conflict" field with "Significant resistance from the power structure", and an "Outcome" field with "The vote is announced". At the bottom, there's a status bar showing the current scene's word count and other statistics.

**Project:** The Venus Project - Sept 2019 by Karl Buchner - yWriter6 (Registered Version)

**Scene:** VC Announcement - Fri Feb 15 (1900)

**Viewpoint:** President

**Description:** Day 5 - Month 2, Year 1 - (5 days later - White House with Senate and House Leaders)  
Scene Objective: Illustrate economic unsustainability (gov debt out of control, and revenue falling).  
Scene One - White House with Senate and House Leaders  
- need to borrow more money to cover expenses  
- President very upset, gov has to live within it's means  
- some support from the Senate  
- House Leader a bad guy, hates the President (too powerful)  
- President gives in and sign finance bill.

**Tags:**

**Status:** Draft

**Scene Editor:**

**Type of scene:** ☒ Action ☐ Reaction

**Goal:** To announce the vote for the Venus Community Project

**Conflict:** Significant resistance from the power structure

**Outcome:** The vote is announced

**Importance:** ☒ Plot ☐ Subplot

**Scene Editor Footer:** VC Announcement - Fri Feb 15 (1900) Ch: 5. VC Annou Sc: VC Announcement - Fri Feb 15 (1900)

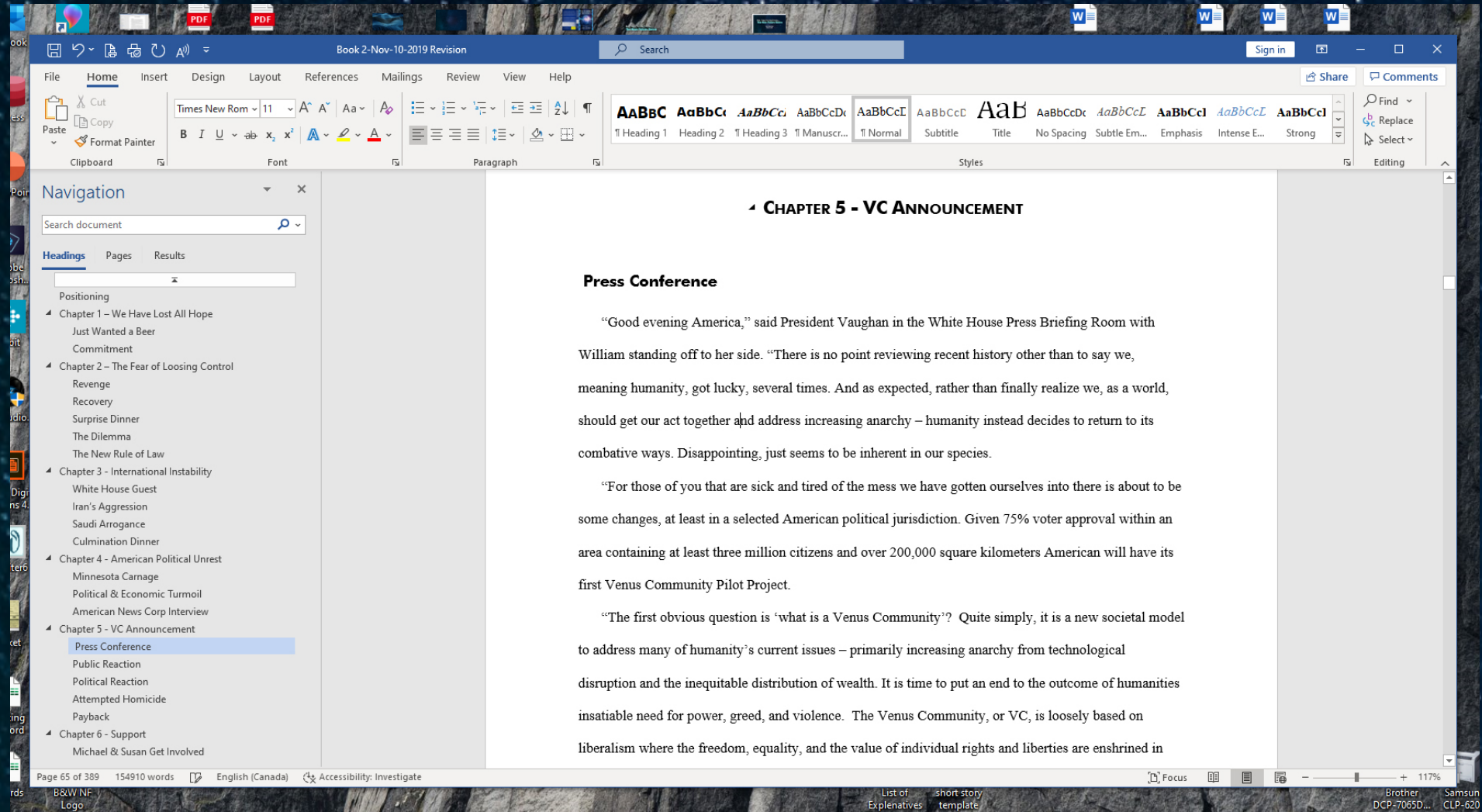
**Status Bar:** Last Autosave: None 4 - American Political Unrest: 0 words Scene: 0 words Total today: 0 -- RTF\_00016.rtf



# The Near Future Genre

# My Writing Process

Last step is the actual writing in Word

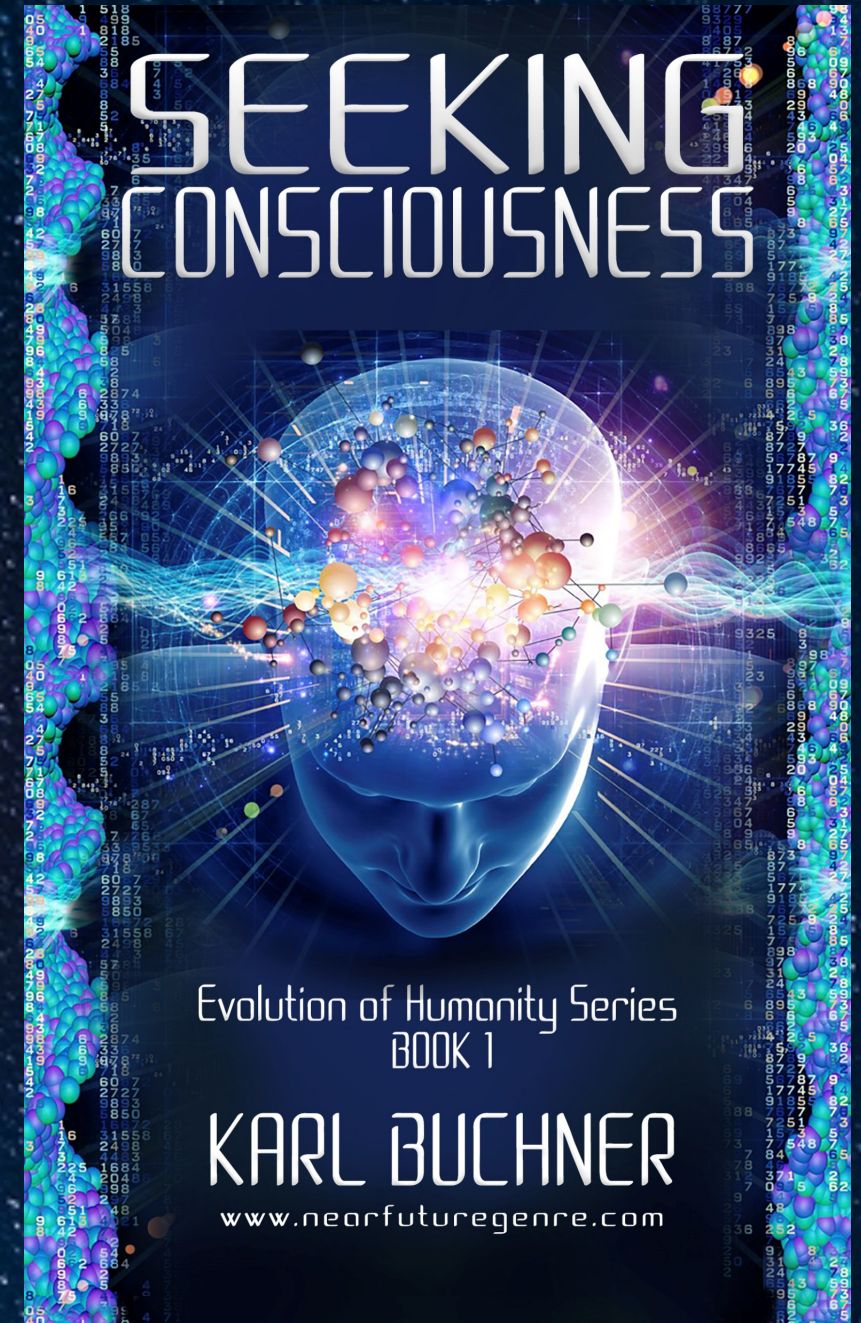




# The Near Future Genre

Are you concerned about the future of humanity? Have you given thought to the sustainability of liberal democracy, the capitalistic and economic models, societal structures, the environment, and the earth's ability to support exponential population growth? Are you wishing for a better future but have doubts as to how this might happen? The series are based on the author's new genre – one that bridges nonfiction into fictional potentialities for a better future

Henosis is the driving momentum for the integration of humans and his next generation species. He is the bridge between current technology and social structures to a new societal model where all humans have the ability to enjoy a good life free of fear and violence. He is the benevolent force required to overcome the current crushing resistance to needed social, economic and political reform. He, along with his human advisory team, take us on a multi-book journey through his evolution, the struggles to overcome resistance to change through to the ultimate challenge of defeating one of his own species.





# The Near Future Genre

## The Author

**Karl Buchner is concerned with the unimpeded rapid growth of technology extending beyond rational long-term decision making in the best interests of humanity. He has enjoyed a vast experiential background in education, technology, economics, and business development through domestic and international positions and consulting. His academics include Education, Computing Science, Honors Math / Physics, Geology, Geophysics and Petrophysics.**







**The Near Future Genre**

*That's all Folks*