THE MICE QUOTIENT
What drives your story?

Critically approaching your manuscript's revisions requires you to step back from the "author" role and objectively evaluate the elements within your book using an editorial lens. Use this tool to analyze the big picture of your work to ensure the story you began writing was the story you ended.

MILIEU
In a milieu story, the world creation is what the writer cares about the most. Perhaps you've read (or are writing) a story in which the main character travels to a strange land, sees all the interesting things, is transformed by the peculiar world, and comes back a new person.
- Driven by place (environment, setting, atmosphere)
- Begins when a character enters a place and ends when they exit a place
- Conflicts occur when the character tries to exit

IDEA
In an *idea* story, the work centers around the process of learning new information. The story begins with a question (What was that?) and answers it at the end (A vicious, slathering, cave-dwelling beast!).
- Driven by questions (a question or mystery)
- Begins when a character has a question and ends when the character can answer the question
- Conflicts occur when the character cannot answer the question (being lied to, red herring, etc.)

CHARACTER
In a *character* story, the work centers around a character and the transformation of the character's role within the community, focusing on who the character is rather than what the character does. The reader needs to care about the character and their successful transformation.
- Driven by angst (internal problems, goals)
- Begins with a shift in identity and ends when the character solidifies their self-definition
- Conflicts keep the character from changing (self-doubt, backfiring change, etc.)

EVENT
A specific event or series of events drives the narrative forward in an event story. The story generally begins when the world has been disrupted/disordered and ends when the world is restored/re-ordered.
- Driven by action (external problems, catastrophes)
- Begins when the status quo is disrupted and ends when the new status quo is reached or the previous status quo is restored
- Conflicts keep the character from restoring order and setting the new status quo.