

Elements Of A Short Story

SHORT STORY TYPES

1. Escape Literature
 - written purely for entertainment
 - away from the real world
2. Interpretive Literature
 - pleasure and understanding
 - deeper into the real world

PLOT

1. Types of conflict
 - man vs. man
 - man vs. himself
 - man vs. society
 - man vs. environment
 - man vs. supernatural
2. Protagonist
 - main character
3. Antagonist
 - character in direct opposition to protagonist

CHARACTER

1. Direct Presentation - author tells us what character is like
2. Indirect Presentation - find out through character's action, dialogue
3. Consistent, motivated, plausible - are they believable?
4. Flat character - one dimensional - know only one side
5. Round character - multi-dimensional
 - like real person - we see all sides of the character
6. Stock character - same as stereo typed character
 - form an opinion of person from their career or looks
7. Static character - a character who is unchanged by the events of the story
8. Developing character - character changes because of the event of the story

THEME - Moral/Author's message

POINT OF VIEW

1. Omniscient - God-like point of view
 - usually 3rd person - author tells you what everyone is thinking, "he thought..."
2. Limited Omniscient
 - author tells you what one or more people are thinking

3. First Person - a character tells the story, "I went to my house."

4. Objective - like roving camera
- only records, does not enter character's mind

SYMBOL AND IRONY

1. Literary Symbol - literally meaning has other meanings as well
- one thing stands for another

2. Verbal Irony - spoken irony

3. Situational Irony - situation is ironic

4. Dramatic Irony - character on stage says or thinks and audience knows to be true

DILEMMA - a problem involving choice

CRISIS - a problem that comes to a head so that choice is inevitable

DICTION - the type of words and vocabulary used

STYLE - the overall effect of the diction and tone (humorous, serious, etc.)

"IN MEDIA RES" -

JUXTAPOSITION - placing two unlike things or people in direct contrast to one another

DENOUEMENT - falling action after climax

RESOLUTION - an ending with all conflicts resolved

TONE - author's attitude

MOOD - how the reader feels

PUN - word play between similar sounding or spelled words, "B.C. finds medical profession is doctoring it's books."

CLICHÉ - time worn expression

COLLOQUIAL - spoken informal language

DISSONANCE - harsh or jarring sounds like cacophony

JARGON - the language of a trade or profession
- a term of contempt

IDIOM - an expression whose meaning is not predictable from its elements. "Chew the fat"

EUPHEMISM - the use of a mild expression in place of a harsh one - to 'pass away' instead of 'die'