



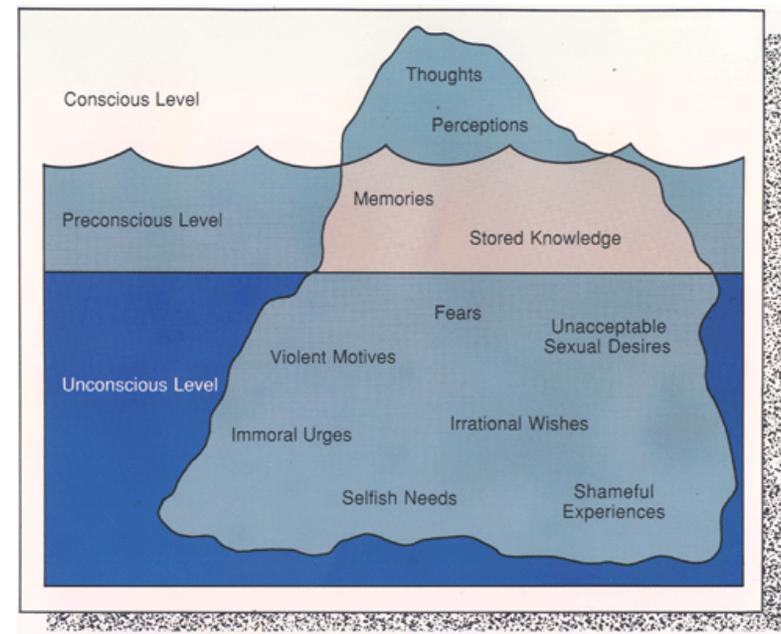
the spice rack

the basic literary devices

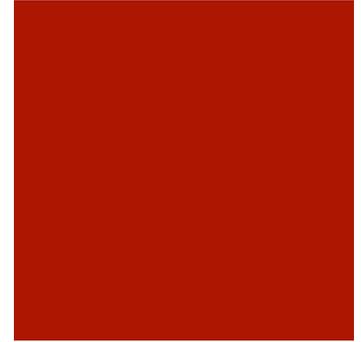
bringing the plot to a boil



- **Foreshadowing** can create suspense, propel the plot, and keep the reader engaged by giving clues to events yet to happen
- **Ambiguity** leaves things unclear and open to interpretation, which itself can force the reader to dig deeper, ask questions, and engage more
 - Iceberg Effect
 - What happens beneath the surface is often more important than what happens above the surface
 - What a character wants—his or her **motivation**—may not always be clear, but it often tells us more than anything else about who they are

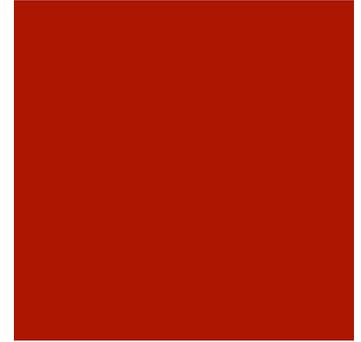


sprinkling in some character



- **Stock characters** are conventional, recognizable “types,” as opposed to fully rounded characters, and are used as symbolic representations of larger ideas; they are often used in parables
- **Dialogue** refers to the spoken words used by interacting characters
- **Monologue** refers to a speech made by only one character with no interaction (usually in plays), or, within a novel, **interior monologue** refers to the thoughts of the narrator or a character
 - The balance between dialogue and interior monologue, and through which means information is delivered, changes the pacing, tension, and understanding of a story—and can help create the “iceberg effect”

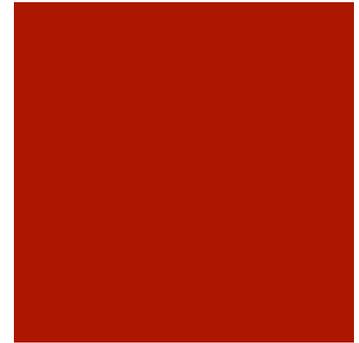
adding a dash of setting



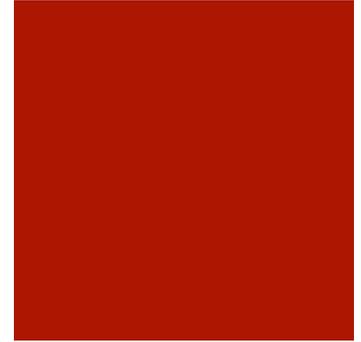
- **Personification:** giving animals, objects, or even ideas “human” qualities
- Setting is simply geography, the “when” and “where,” and is only part of the overall **sense of place**—especially when dealing with long fiction
 - History
 - Culture
 - Socio-Economic Status
 - Values, Morals, and Beliefs
 - Hopes and Dreams
 - Micro and Macro Context
 - How “they” view themselves in relation to the “other”

and a pinch of voice

- **Dialect** is the language or pronunciation specific to a particular region or group of people
- **Point of View** changes everything
 - 1st person is always a question of trust
 - Why this character?
 - How does he or she feel about other characters?
 - What might he or she be hiding?
 - What is his or her motivation?
 - 3rd person is always a question of manipulation
 - Limited or Omniscient?
 - How much do we know?
 - How removed are we?

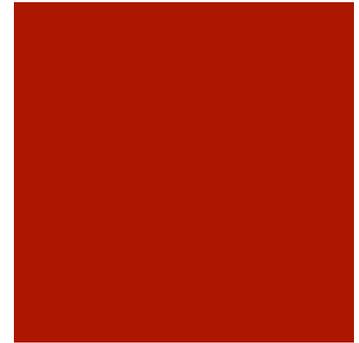


style: it's all in the plating



- **Motifs** are recurring words, ideas, or situations that an author uses to bring emphasis
- **Allusions** are references to real people, places, or events outside the text and not directly relevant to the story
- **Irony** is NOT coincidence, bad luck, or simply surprising
 - **Verbal**: words that convey the opposite of their literal meaning
 - **Situational**: events that turn out contrary to expectation but often strangely appropriate
 - **Dramatic**: when the reader knows more than the characters
 - **Satire**: the use of humor to expose our vices and follies
 - **Parody**: a humorous imitation of a genre or an artistic work

style: it's all in the plating



- We are a culture of figurative speakers, and **symbolism** is just another kind of **figurative language**
- **Metaphor**: a symbolic comparison between two seemingly unlike things
- **Simile**: a symbolic comparison between two seemingly unlike things using “like” or “as”
- **Allegory**: a story used as a metaphor for a deeper truth
- **Analogy**: using something familiar to explain something unfamiliar