**Literary Analysis Terminology**

1. *Characterization* is the process of presenting the different aspects of character and personality of someone in a novel or short story or any other narrative depiction of human beings.
* Direct: The narrator describes the character. For example, "He is mean."
* Indirect: The reader infers from the text. For example, "He kicked the puppy."
* Flat: The character is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Round: The character is fully developed and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Static: The character \_\_\_\_\_\_\_\_\_\_\_\_\_\_ internally over the course of the story.
* Dynamic: The character \_\_\_\_\_\_\_\_\_\_\_\_ internally over the course of the story.
* Protagonist: The main character with whom the audience is intended to identify.
* Antagonist: The character or force in conflict with the protagonist.
1. *Connotation* is said to be the suggested or \_\_\_\_\_\_\_\_\_\_\_ meaning of a word or phrase.
2. *Denotation* is the strict, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ meaning of a word or phrase.
3. *Details* are the facts revealed by the author or speaker that support the attitude or tone in a piece of poetry or prose.
4. *Dialect* is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of particular languages with patterns that distinguish it from other varieties.
5. *Dialogue* is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in any kind of narrative, story, or play.
6. *Diction* is word choice intended to convey a certain effect.
7. *Figurative Language (Figures of speech)* describes one thing \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. For example: similes, metaphors, personification, onomatopoeia, synecdoche, and metonymy, etc.
8. *Flashback* is a scene that \_\_\_\_\_\_\_\_\_\_\_ the action of a work to show a previous event.

1. *Foreshadowing* is the use of hints or clues in literature to suggest future action.
2. *Hyperbole* is a deliberate \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in literature.
3. *Imagery* is the use of words or phrases that appeal to the 5 senses to create vivid pictures in the reader's mind.
4. *Irony* is the difference between what is expected and what is.
* *Verbal Irony* is the difference between what the speaker \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and what is \_\_\_\_\_\_\_\_\_\_\_\_\_.
* *Situational Irony* is the difference between the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ outcome and \_\_\_\_\_\_\_\_\_\_\_\_\_\_ outcome.
* *Dramatic Irony* is the difference between what the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ understands and the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ understand.
1. *Metaphor* is a comparison of two unlike things not using "like" or "as."
2. *Mood* is the emotional \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ produced by an artistic work.
3. *Narrative*-any literary work that tells a \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
4. *Oxymoron* is a form of paradox that combines a pair of \_\_\_\_\_\_\_\_\_\_\_\_\_\_ terms into a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ insightful or clarifying expression.
5. *Paradox* occurs when the elements of a statement \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ each other. Although the statement may appear illogical, impossible, or absurd, it turns out to have a coherent meaning that reveals a hidden truth.
6. *Personification* is a figure of speech in which an animal, object, or idea is given human form or characteristics.
7. *Plot* is the sequence of events in a story, novel, or play, each event causing or leading to the next. The plot begins with *exposition/introduction*, which introduces the story's characters, setting, and situation. The *rising action* adds complications to the story's conflicts, or problems, leading to the *climax/turning point*, or point of highest emotional pitch. The *falling action* is the logical result of the climax, and the *resolution* (*denouement*) presents the final outcome of the conflict.
8. *Point of view* is the perspective from which a narrative is told. In *first-person* point of view, the story is told by one of the characters, referred to as "I." In *third-person* point of view, the narrator reveals the thoughts of only one character but refers to that character as "he" or "she." In *omniscient* point of view, the narrator is all-knowing.
9. *Protagonist* is the \_\_\_\_\_\_\_\_\_\_\_\_\_ character of a drama, novel, short story, or narrative poem. Conversely, the *antagonist* is the person or force that \_\_\_\_\_\_\_\_\_\_\_\_\_ the protagonist.
10. *Repetition* is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of sounds, words, phrases, lines, or stanzas in a speech or piece of writing.
11. *Satire* is a form of writing that \_\_\_\_\_\_\_\_\_\_\_\_ abuses for the sake of \_\_\_\_\_\_\_\_\_\_\_\_ them.
12. *Science fiction* is a form of literature set either in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or on some \_\_\_\_\_\_\_\_\_\_\_\_\_\_ in which settings, plots, characters*,* and themes are the result of scientific or technological speculation.
13. *Setting* is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in which events in a short story, novel, play, or narrative poem take place.
14. *Simile* is a comparison of two different things or ideas through the use of the words "like" or "as". It is a definitely stated comparison in which the author says one thing is like another: e.g. "The warrior fought like a lion."
15. *Structure* is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of a literary selection. For example, the structure of fiction is usually determined by plot and by chapter division; the structure of drama depends upon its division into acts and scenes; the structure of an essay depends upon the organization of ideas; the structure of poetry is determined by its rhyme scheme and stanzatic form.
16. *Style* is the writer's characteristic \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of employing language.
17. *Suspense* is the quality of a short story, novel, play or narrative poem that makes the reader or audience uncertain or tense about the outcome of events.
18. *Symbol* is any object, person, place, or action that has both a meaning in itself and that stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, such as quality, attitude, belief, or value: e.g., the land turtle in Steinbeck's The Grapes of Wrath suggests or reflects the toughness and resilience of the migrant workers.
19. *Syntax* means the \_\_\_\_\_\_\_\_\_\_\_\_\_ of words and the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of grammatical elements in a sentence.
20. *Theme* is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of a literary work. It is not the same as a subject, which can be expressed in a word or two: courage survival, war, pride, etc. The theme is the idea or ideas the author wishes to convey about that subject. It is expressed as a sentence or general statement about life or human nature. The reader must think about all the elements of the work and use them to make inference, or reasonable guesses, as to which themes seem to be implied. An example of a theme on the subject of pride might be that pride often precedes a fall.
21. *Tone* is the writer's or speaker's attitude toward a subject, character, or audience, and it is conveyed through the author's choice of words and detail. Tone can be serious, humorous, sarcastic, indignant, objective, etc.
22. *Understatement* is the \_\_\_\_\_\_\_\_\_\_\_\_\_ of hyperbole. It is a kind of irony that deliberately represents something as being much less than it really is: e.g. "I could probably manage to survive on a salary of two million dollars per year."