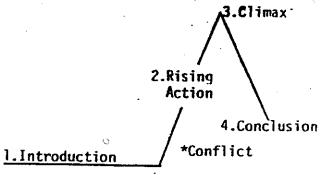
SHORT STORY DEFINITIONS

- A. The PLOT is the framework of the short story. It consists of:
 - 1. The <u>Introduction</u> which has four purposes:
 - a. to arouse the reader's interest.
 - b. to introduce the main characters.
 - c. to give an idea of the setting (time and place).
 - d. to give clues as to what action might follow.
 - 2. The <u>Rising Action</u> is a series of steps that develops the clues and actions hinted at in the introduction.
 - * Conflict is a clash of opposing forces
 - i.e. man vs man man vs environment man vs himself.

There is now more than one possible outcome to a story.

- 3. The Climax is the point at which we know how the story will end. The main conflict and suspense are ended here. If that climax is a let-down to what was expected, it is called an anti-climax.
- 4. The <u>Conclusion</u> follows soon after the climax. Details can be explained here that couldn't be explained before the climax or suspense would be ruined.



- B. <u>CHARACTERS</u>: Usually only a few characters are included. The action centres around one principal character who is in conflict. The author develops his characters in three ways:
 - 1. by the author's comments.
 - 2. by the character's own actions and words.
 - 3. by the comments of other characters in the story.
- C. <u>SETTING</u>: The time and place in which the story occurs.
- D. MOOD: The emotional atomsphere of the story (e.g. dark and gloomy, or light-hearted).
- E. THEME: The central idea behind the story a reflection on life. (Not just a summary of the action).

F. ADDITIONAL DEVICES:

1. Suspense: Uncertainty as to outcome.

2. Contrast: Pointing out differences. Contrast is often used for showing the difference between characters.

3. <u>Description</u>: Helps the imagination to see more clearly the setting, character and mood.

 Dialogue: Actual conversations between characters; creates interest, develops the plot and reveals character.

5. Foreshadowing: A hint that something will happen which later on actually does happen.

6. Irony: A hint of sarcasm, a slight twist of what was expected.

NOTE: All of these elements are closely related and are untied by the author to create a short story.

Protagonist - leading character or hero in a novel, short-story or play, who faces a problem or conflict

Antagonist - One who opposes, fights, or competes w/another (usually the protagonist)

G. Conflict

1. Internal: man vs. himself

2. External: man vs. man man vs. environment