Prose Fiction Terminology Gr. 11 

**Note:** the bolded words are required terms to understand for English 11 and the final exam

Short Stories

 **Short Story:** A fictional tale of a length that is too short to publish in a single volume like a novel. Stories are usually between five and sixty pages: they can be read in a single sitting. Usually, short stories concentrate on relatively few characters and events.

The short story is considered to have three elements: plot, characterization and setting - as well as several devices or features. As well, stories contain the following devices: theme, conflict, point of view, suspense, foreshadowing, flashback, *deus ex machina* and *in medias res*. Theme is so vital to the short story that some critics prefer to consider it the fourth element, rather than a device or feature.

Novels

Many of the terms associated with short stories are also used in novels, particularly setting, characterization, plot, and theme. The difference between a novel and a short story

• **Novel:** An extended piece of prose fiction formed into a narrative. A novel takes several sittings to read in its entirety.

• **Novella:** A piece of prose fiction that is in between the short story and novel in terms of complexity and length. It is also a narrative (tells a story). A classic example is John Steinbeck’s *Of Mice and Men*, which is six chapters long (about 100 pages).

*Elements of prose fiction*

**A. Plot:** The events of the story or the series of actions that take place in the story are referred to as the plot. Basically, the plot is what happens in the story. Traditionally, it is divided into five parts.

1. **Exposition**/**Introduction:** The reader meets the characters and discovers **the setting**. Reader interest is aroused here. The conflict that drives the story’s action is discovered at the end of the exposition or introduction, with the **complication** or **initiating incident**.

2. **Rising action**: This builds up the story, is the longest part of the story and is a series of steps that lead to the climax. You get more information about conflict and character here.

3. **Climax:** Here, the reader finds out what happens to the conflict, or how the conflict is resolved. It may not yet be finished, but the reader now has a good understanding of what way it is going to go.

4. **Falling action:** The plot begins to wrap up in this section of the story which is usually brief.

5. **Denouement/Resolution**: This part follows quickly after the climax and provides the last pieces of information for the reader. Denouement is French for “unknotting”; you may therefore think of denouement as the unknotting or untangling of the plot. Another word for denouement is conclusion.

*Plot Diagram*: Also known as Freytag’s Pyramid, the story diagram or plot diagram, was invented in 1864 by Gustav Freytag to visually represent the five plot parts and their relationship with one another. Modern stories may or may not tidily fit Freytag’s Pyramid.

**B. Characterization**

*Character Types*

• **Protagonist:** The main character in the story – usually, but not always, a “good guy”.

• **Antagonist:** The force against the protagonist. Is usually another character, but not always, especially if the conflict is “person against self”. The antagonist is usually described as “the bad guy”, although that description doesn’t work if the conflict is person against self or person against environment.

• **Flat:** This is a minor character with one or maybe two sides to the personality.

These characters might not seem very realistic or life-like because so little is known about them. (eg. Stormtroopers from the early *Star Wars* Trilogy)

• **Round:** These characters are believable and complex people with several sides to their personality. They are lifelike and behave like real people would, if real people were in those same situations. (Han Solo, Princess Leia, Darth Vader)

• **Dynamic:** Also known as a kinetic character, a dynamic character changes in some important way because of plot events. For example, a cruel old man might see the error of his ways and become generous and kind. Or, a gentle girl becomes vicious and angry because of her parents’ divorce. (Eg. Darth Vader changes from bad to good in *Return of the Jedi*)

• **Static:** These characters are the opposite of dynamic characters. These are people who don’t change in the course of a story. They have the same personality throughout. (Princess Leia, Luke Skywalker)

• **Stock:** Also known as stereotypical, these characters are people who are easily recognized as “types”. It wouldn’t matter what story they appear in, they are always the same. For example, the old witch-like woman, the geeky scientist, the airhead, the dumb jock.

***Character Sketch*:** A character sketch is a description of a character's moral and personality qualities, written in paragraph form or graphically and with specific examples from the story in question. Usually, the character terms (see above) are used in the course of the description. **Doing a sketch encourages a deeper understanding of the characters and their motivation.**

**C. Conflict:** Conflict drives the plot forward and creates interest. There are four different types of conflict:

• **Character versus person**

• **Character versus self**

**• Character versus environment (nature)**

**· Character versus society**

**• Character versus the supernatural/machine**

*Additional Conflict Terms:*

• **Internal conflict:** When the conflict is inside a character in a novel as an internal struggle. Usually characters, like real people, have conflicting fears and goals that cause them to behave in certain ways. These secret (from the other characters) conflicts represent the character’s internal conflict. The reader, of course, is aware of the internal conflict because he/she can see the character’s thoughts.

• **External conflict:** When the conflict is outside a character in a novel. External conflict is the opposite of internal conflict, in that it is obvious to all the other characters in the story, as well as the reader. External conflict is best described as the adversities faced by the character during the plot. Either internal or external conflict can be the main conflict of a story and therefore the primary driver of the plot.

**D. Setting:** the author may choose to state the setting clearly or leave it to the reader to infer from textual clues (such as weather). There are two parts to a complete setting:

• **Emotional Setting** (mood or atmosphere throughout the story)

• **Physical Setting** (time, place, season)

Setting may also be considered as divided into the categories of general (season, town, etc.) and immediate (the actual surroundings in the story/novel).

**E. Point of view:** the writer selects the point of view from which to tell the story that best suits his/her intentions as a writer. Point of view is an integral tool of description in the author’s hands to portray personal emotions or characters’ feelings about an experience or situation. Writers use a point of view to express effectively what they want to convey to their readers.

• ***First person:***“I” is the central character and tells his or her own story.

• ***Second person***: the story is told about “you”. “You could see the anger in her eyes.”

• ***Third person****:* the story is told in third person, e.g. She walked quickly to the car. Or…Barbara heard a noise behind her.

• ***Omniscient narrator***: sometimes takes the form of writing as though observing all that is transpiring; sometimes the reader is able to enter the heads of some or all of the characters, e.g. Don’t pick me, Barbara thought to herself.” The novel *The Book Thief* is written from the point of view of Death which sees all souls.

F. **Moral:** A moral deals with right and wrong, with acceptable and non-acceptable societal values, and is limited to this; whereas, a theme is the subject matter the writer deals with. Although right and wrong may have some bearing in the story, this is not the subject. Eg. Don’t judge people by the way they look.

**G**. **Theme**: Theme is defined as a main idea or an underlying meaning of a literary work that may be stated directly or indirectly. The plot, conflict, characterization, etc all lead to the message of the story. It is usually inferred as opposed to directly stated.

 ·**Theme statement**: The message the author is trying to convey written as a full sentence. Eg. Too much ambition may lead to a loss of relationships and sanity. (Shakespeare’s *Macbeth*)

*Fiction Devices and Features*

**· Deus ex Machina:**From the Latin "god out of the machine." This device refers to any artificial device that is not a natural extension of the plot and that allows for an easy – and unbelievable -- resolution of conflict. An improbable plot event that helps the author wrap up a story.

**· In Medias Res:**beginning in the middle of the action. A sample beginning to such a story would be “I saw the punch coming but couldn't duck in time. I collapsed to the floor, nose gushing red, clotted blood.”

**Style:** Writers use many, many different techniques to attract reader interest and attention or accomplish their literary purpose in short stories, novels, poems and plays. Several such techniques follow here:

**• Irony:** Strangeness between what might be expected and what actually occurs

* ***dramatic irony***- when the audience knows of a plot event or situation but the characters do not. (eg. We know the killer is behind the door but the character does not)
* ***verbal irony***- speaks something contradictory to what she/he intends to (eg. “Nice weather we are having” yet it is pouring rain)
	+ ***sarcasm*** is a form of verbal irony but it is meant to mock (eg. “Nice shoes” when really you think they are terrible)
* ***situational irony***- when something is expected does not happen. (eg. An English teacher who cannot spell. A professional hockey player who does not like to skate)

**• Satire:** A style of writing that has the goal of mocking or scorning an individual, an institution or society as a whole.

**• Parody:** A literary work that imitates the characteristic style of an author or work for comic effect or ridicule; a humorous, satirical or off-beat imitation of a person, event or serious work of literature. E.g. “The Simpsons” TV show often parodies classic novels or stories.

**• Symbol:** A symbol has two levels of meaning: a literal level and a figurative level. Objects, characters, events and settings can all be symbolic in that they represent something else beyond themselves. E.g. the dove is literally a bird, but has become a universal symbol of peace.

**· Allegory:** A figure of speech in which abstract ideas and principles are described in terms of characters and events. It is usually used to show a moral or political message. (eg. Yertle the Turtle by Dr. Suess is a political allegory using turtles to symbolize society)