

Short Story.

Escape and Interpretation p 3-8

Why read? Enjoy.

Understand.

✓ Escape Literature

- entertainment only.

✓ Interpretive Lit

- written to broaden, deepen, & sharpen our awareness

of life -

2 kinds of readers (p 4)
Immature (inexperienced)

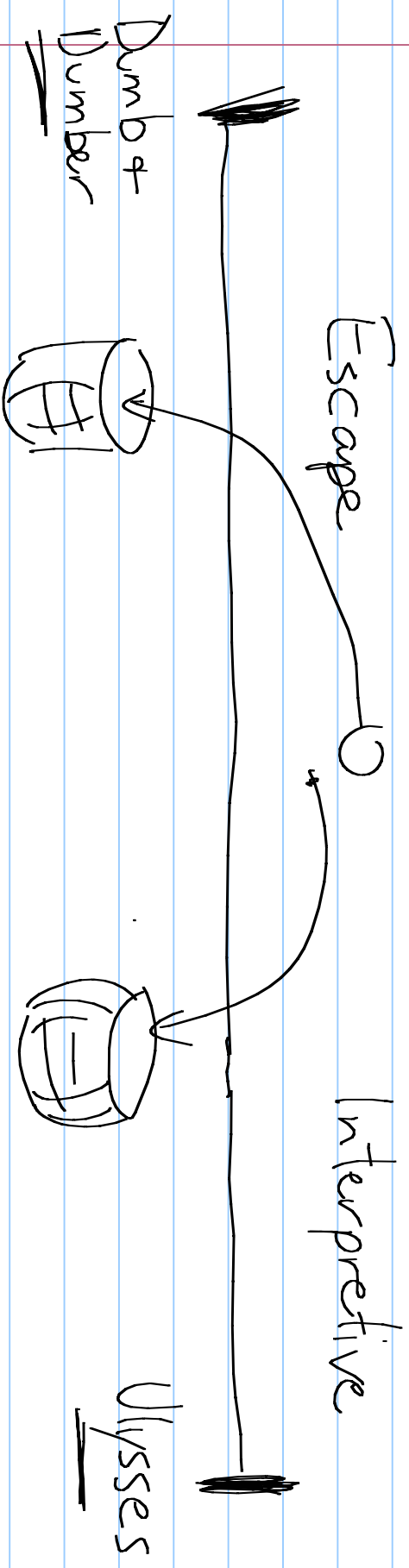
Experienced

Signs of an Immature Rdr:

- 1 Sympathetic hero (antihero)
- 2 Exciting plot.
- 3 Happy ending.
- 4 An agreeable theme.

Signs of a discriminating Edr -
- able to change attitudes
- recognize limitations and dangers.

"Lambo to the Slaughter" - Dahl.



Character Notes (p. 83 - Start Structure)

- 1. Immature - shared qualities - good-looking
- understandable

Int. Fiction provides - unsympathetic
- a variety of central characters

ii) Presentation of characters:

- Direct - author tells the reader directly
- another character tells us about the character
- * Indirect - author dramatizes so that reader comes to a

conclusion.

more effective

III An effective character

Consistent } believable
Motivated }
Plausible } human
real.

IV. FLAT - one trait

ROUND - many sided \Rightarrow like a real person.

STOCK (Stereotypical) \Rightarrow

STATIC - remains the same }
DYNAMIC \Rightarrow changes }
Has a character - changes.

V. Change in a character

1. plausible
2. time to change
3. motivated

Point of View

4 main pts of view

① Omniscient (3rd Person)
All-knowing - narrator can enter
& report on any thoughts.

2nd Person → You
- when reader is put
into story.

② Limited Omniscient (3rd Person)
- narrator only enters one
character's thoughts

③ 1st Person - narrator is the character
in the story.

⊕ Objective (3rd Person)
- narr. watches & reports
events as they occur. cannot enter
any character's head.

Symbolism

Defn ⇒ when something represents something beyond
itself in a story

- an item (object)
- ↳ a name
- an action
- = a situation
- a setting

For a symbol to be a symbol, it must have: (p.222)

- ① the story itself must furnish a clue that a symbol is a symbol.
- ② the symbol must be est. & supported by entire context of story.
- ③ the symbol must mean something different in kind from its literal meaning.
- ④ the symbol may have more than one meaning

Don't try to find a symbol where there is none.

Distinguish difference bet. film symbols & literary symbols.

Irony (p224)

Irony def: (p224) a discrepancy or incongruity.

3 types:

Verbal - the difference between what is said & what is meant.
- link to sarcasm.

Dramatic - the contrast between what a character says or thinks and what we as a reader or viewer knows to be true.

Irony of Situation - the difference between...
- appearance & reality

- expectation & fulfillment

- what is & what would seem appropriate.