ANALOGY:

a mode of demonstration or argument in which the qualities or character of something new are illustrated by way of reference to something familiar

- in an **argument**, analogy can be used to justify a position.
 - You would put a dog to sleep if it was in pain;
 therefore euthanasia of people is equally acceptable.
- in **demonstration** or **description**, METAPHORS and SIMILES are forms of analogy

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- "Love is a two-way street. And I got run over both ways" (*Cheers*).
 - "A woman is like a tea bag: you never know how strong she is until you put her in hot water" (Nancy Reagan).

Figurative Language

Figurative Language "is a **departure** from what speakers of a particular language apprehend to be the **standard meaning** of words, or the **standard order** of words, in order to achieve some **special meaning or effect**" (Abrams 64, my emphasis).

Two Categories:

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- TROPES ("turns" or "conversions") in which the standard meaning (literal or denotative meaning) of the phrase or word is changed
 - often used to **describe** something **unfamiliar** by
 reference to something **familiar**
 - **SIMILE**: an **explicit** or **direct** comparison (often using "like" or "as")
 - often of **limited duration** (incidental or brief comparison)
 - often relies heavily on previous knowledge

Figurative Language continued

- **METAPHOR**: an **implicit** or **indirect** comparison in which a word that refers or **denotes** one type of thing is applied to a very different thing.
 - often involves an extended comparison
 (extended metaphor)
 - **TENOR**: the subject the metaphor is describing or to which it is applied
 - **VEHICLE**: the metaphorical term itself
 - EG. "That girl of yours is a carnival ride" (Meg Ryan).
 - \succ girl = tenor
 - carnival ride = vehicle
 - ➢ EG. "The sleep of death"
 - \succ sleep = vehicle
 - \succ death = tenor

Some **FIGURES OF SPEECH** produce the desired effect by changing the **standard arrangement** of words, rather than by changing their meaning:

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- Such changes are often aimed at producing humour, or to signal a specific **mood** or to achieve a specific **rhetorical effect.**
 - **APOSTROPHE**: a direct address to an absent person or to an abstract or inanimate entity.
 - often begins with "Oh" but not always
 - creates a highly formal or emotional effect through nonstandard sentence structure or heightened **diction**

ZEUGMA: an expression in which a single word is used in two different senses in a sentence, but keeps its grammatical function in both cases.

- often plays with idiomatic phrases
- **EG.** He made me angry and a sandwich.

FORESHADOWING:

a narrative strategy in fiction and drama by which a future event is suggested at a point earlier in the text. Such "hinting" can be effected through the use of the following:

- the demonstration of **similar circumstances** in another context that produced the same results (example, analogy)
- the emphasis on a particular and decisive **character trait** that will govern how a character will act later in the narrative
- the appearance of **physical object** or **information** early on that functions as a **clue** to later action
- the emphasis on a particular **image** or **metaphor** that refers to a character or future action or circumstance
- the establishment of a particular **mood** or **atmosphere**

Imagism

Imagism is "a poetic vogue that flourished in England and, even more vigorously, In America between the years 1912 and 1917" (Abrams 82).

- reaction against the "sentimental" poetry of the 19th century
- written in **FREE VERSE** (without set meter or rhyme)
- expressed in common speech
- captures the poet's response to an object or scene

METAPHOR JUXTAPOSITION

influenced by Japanese tradition of HAIKU (a poem ofseventeen syllables that expresses a poet's experience of anatural object in a specific season)

Irony

IRONY is a technique by which a "gap" is expressed between **explicit** and **implicit** meaning.

VERBAL IRONY occurs when a speaker says one thing, but we understand from the tone or context that she means something different. This is often associated with SARCASM, or INVECTIVE.

DRAMATIC IRONY occurs when the reader shares information with the author that the character does not have.

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This knowledge causes us to see the character's
 behaviour or statements as inappropriate or misguided.

Irony Continued

STRUCTURAL IRONY occurs when a structural feature sustains duplicity of meaning throughout a work.

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- **naive narrator**: the narrator is not insightful enough to see the true significance of events, but the reader does.
 - In this sense, the reader identifies with the **authorial point of view** against that of the narrator.
- "shock" or "twist" ending: the text leads the readerto expect a particular outcome only to reverse theseexpectations in the ending.
 - If one then goes back to reread the text, one can finds that such a twist is **prepared for** early on, but these "clues" only become visible in **hindsight**.

Juxtaposition

JUXTAPOSITION is a structural technique in which elements are placed side by side **without explicit explanation** as to why they are related or what the relation is designed to signify. Therefore, the relation between the elements is **implied**.

The **implied** relation may be one of

- **commonality** or of
 - contrast

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METAFICTION:

"meta" = above

self-reflexive: the story is "aware" that it is a story and comments on it's own construction

- does not allow you as a reader to be "sucked in" to the story, but, rather constantly reminds you that you are reading a story
- makes explicit reference to the conventions of the genre, the elements of art
- attempts to make the reader aware of the conventional nature of knowledge and of the ways we use stories
 (both literary and ideological) to shape our lives

POSTMODERNISM

post WWII phenomenon

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- response to and critique of MODERNISM
 - challenges Modernist belief that art can provide a
 coherent or unified view of the world, or that art is the answer to the chaos of history
 - argues that art should reflect the discontinuities of real life, rather than trying to unify them

challenges MASTER NARRATIVES

- MASTER NARRATIVES are the stories we tell as a culture to provide coherence and unity for our lives
- these include history, religion, political ideology,
 gender, class and racial ideologies

POSTMODERNISM continued

- critiques the idea that any MASTER NARRATIVE can adequately contain or represent the complexities and contradictions of human life
- suggests that MASTER NARRATIVES always leave someone out, and that human experience often does not conform to these narratives
- argues that literature and standard literary
 conventions contribute to the perpetuation of
 MASTER NARRATIVES
- uses experimental forms and metafiction to challenge these conventions and to LAY BARE the ways that conventions perpetuate these MASTER NARRATIVES: discontinuous plots, confused temporal sequence, unstable characterization etc.

Rhythm and Meter

RHYTHM: the pattern of stressed and unstressed syllables in a line of poetry.

- iambic: unstressed-stressed:
 - o hel-lo', be-cause'
- **trochaic**: stressed-unstressed:
 - lov´-er, el´-bow
- **anapestic**: unstressed-unstressed-stressed:
 - "Trade the cash' for the beat'..." (Beck).
 - o auc-tion-eer
- **dactylic**: stressed-unstressed-unstressed:
 - o am'-bu-lance, el'-e-vate

METER: regular units of approximately equivalent rhythmic patterns

• often referred to as feet: one foot is one unit of rhythm in a line.

EG. **iambic pentameter**: 5 feet or repetitions of the iambic rhythm

"But soft', | what light' | through yon' | der win' | dow breaks'

SONNETS

SHAKESPEAREAN SONNET:

- 14 **iambic pentameter** lines
- rhyme scheme of abab cdcd efef gg (may have some variation)
- suited to a three-step argument or the presentation of three variations on a theme, or three descriptions of an object
- often includes an ironic "twist" in the final couplet

PETRARCHAN SONNET:

- 14 iambic pentameter lines
- an **octave**, and a **sestet**
- rhyme scheme of abba cddc efg efg (may have some variation)
- suited to a two-step argument or the posing of a question in the octave and the answer in the sestet

Sound Effects

ONOMATOPOEIA: words that have little referential value, but that reflect or imitate sounds: whoosh! woof! buzz!

ALLITERATION: the repetition of a letter at the beginning of two or more words in close proximity.

ASSONANCE: the repetition of vowel sounds within two or words in close proximity

CONSONANCE: the repetition of consonants within two or more words in close proximity.

Symbol

SYMBOL in a simple sense refers to a word that stands for something else. Symbols are words that

• "have a range of reference beyond their literal signification and denotation" (Beaty 970)

• "make larger claims about meanings in the verbal world" (970)

• often depend on convention, and tradition (thus, they are traditional symbols)

• may be used idiosyncratically by the poet and therefore

• depend on context both within and outside the poem in order to be understood

• may be used to revise traditional associations