**Literary Terms :**

**Point of View** : Whose perspective is the story told?

The perspective (visual, interpretive, bias, etc) a text takes when presenting its plot and narrative. For instance, an author might write a narrative from a specific character’s point of view, which means that that character is our narrative and readers experience events through his or her eyes.

**Narrator :** Who is narrating the story. Whose voice is this? How much does this voice know?

The narrator is the voice telling the story or speaking to the audience. However, this voice can come from a variety of different perspectives, including:

**First person:** A story told from the perspective of one or several characters, each of whom typically uses the word “I.” This means that readers “see” or experience events in the story through the narrator’s eyes.

**Second person:** A narrative perspective that typically addresses that audience using “you.” This mode can help authors address readers and invest them in the story.

**Third person:** Describes a narrative told from the perspective of an outside figure who does not participate directly in the events of a story. This mode uses “he,” “she,” and “it” to describe events and characters.

**Character:** Character can be defined as any person, animal, or figure represented in a literary work.

**Types of character:**

**Characterization:** The ways individual characters are represented by the narrator or author of a text. This includes descriptions of the characters’ physical appearances, personalities, actions, interactions, and dialogue.

**Fable :** Fable is a literary genre: a succinct fictional story, in prose or verse, that features animals, legendary creatures, plants, inanimate objects, or forces of nature that are anthropomorphized (given human qualities, such as the ability to speak human language) and that illustrates or leads to a particular moral lesson (a "moral"), which may at the end be added explicitly as a pithy maxim.

**Irony :** Irony refers to "the unexpected."

"Dramatic irony" is a sense of the unexpected the reader experiences while watching the characters of a story act and react without the wisdom or broader knowledge of the reader.

"Situational irony" refers to the unexpected that comes as a shock to both readers and characters alike.

"Verbal irony," sometimes called "double entendre," refers to the use of words with double meanings, usually meanings that have an important consequence or that are meant to reveal special information or character.

**Paradox :** A paradox is a statement that, despite apparently sound reasoning from true premises, leads to an apparently self-contradictory or logically unacceptable conclusion.

**Allegory:** a literary mode that attempts to convert abstract concepts, values, beliefs, or historical events into characters or other tangible elements in a narrative. Examples include, *Gulliver’s Travels*, *The Faerie Queene*, *Pilgrim’s Progress*, and *Paradise Lost*.

**Allusion:** When a text references, incorporates, or responds to an earlier piece (including literature, art, music, film, event, etc). T.S. Eliot’s The Waste Land (1922) offers an extensive example of allusion in literature. According to Baldick, “The technique of allusion is an economical means of calling upon the history or the literary tradition that author and reader are assumed to share”