Annotation Guideline

1. Irony

    a. Definition

        i. The expression of one's meaning by using language that normally signifies the opposite, typically for humorous or emphatic effect.

    b. Key Indicators

        i. The punchline contradicts the setup in an unexpected way.

        ii. There's a clear discrepancy between expectations and outcome.

        iii. Statements that are true in a way that's opposite to what one would expect.

2. Character

    a. Definition

        i. Humor derived from a character's personality, quirks, behavior, or stereotypical traits, often exaggerated for comedic effect.

    b. Key Indicators

        i. Joke focuses on the traits, actions, or identity of a specific character or group of characters.

        ii. Includes humor based on stereotypes, where characters embody exaggerated traits commonly associated with a specific group (i.e. national, professional, cultural).

        iii. Humor can depend on understanding the character's personality, backstory, or the stereotypical traits being exaggerated.

        iv. Uses storytelling/narrative of a character to build up to a punchline

3. Reference

a. Definition

    i. Jokes that rely on the audience's knowledge of something outside the joke itself, such as pop culture, historical events, or common experiences.

b. Key Indicators

    i. Requires external knowledge to understand the humor.

    ii. Could mention specific names/places/events.

    iii. Connects the audience with the shared/common knowledge within the joke.

4. Shock

a. Definition

    i. Jokes with humor that are meant to shock, disturb, or offend the audience.

b. Key Indicators

    i. Involves topics that are taboo/controversial/graphic.

    ii. Uses violence, racism, swearing, or gross-out humor.

    iii. Uses dark humor or has adult themes (sex/drugs).

5. Parody

a. Definition

    i. Form of humor that imitates or mocks a familiar character or cliche in an unfamiliar way

b. Key Indicators

    i. Typically involves mimicking the style, tone, or elements of the original character

    ii. Exaggerates or amplifies specific aspects of the original work

6. Hyperbole

    a. Definition

        i. Over-exaggeration not meant to be taken literally, used for

           emphasis/humor

    b. Key Indicators

        i. Extreme exaggeration used for comedic effect.

        ii. Statements that are obviously implausible or exaggerated beyond reality.

        iii. Makes a situation seem more significant or dramatic than it is.

7. Wordplay

    a. Definition

        i. Witty exploitation of the meanings and ambiguities of words.

    b. Key Indicators

        i. Has puns, rhymes, double entendres or clever uses of language.

        ii. Humor derived from the way words sound alike or can mean multiple

            things (homophones/homonyms).

        iii. Uses linguistic twists to create humor.

8. Analogy

    a. Definition

        i. Humor using a comparison between two completely different things.

    b. Key Indicators

        i. Draws a parallel between two disparate elements.

        ii. Uses comparison to create a humorous correlation.

        iii. Highlights an unexpected similarity between unrelated things.

9. Madcap

    a. Definition

        i. Jokes using crazy, wacky, silly, nonsensical, and involves absurd or irrational situations.

    b. Key Indicators

        i. Situations or behaviors that are crazy, chaotic, or nonsensical.

        ii. Characters may engage in slapstick or absurd antics.

        iii. The humor comes from the unpredictability and over-the-top nature of the actions.

10. Meta-humor

    a. Definition

        i. Humor about humor itself, or jokes that are self-referential and break the fourth wall.

    b. Key Indicators

        i. Jokes that reference the act of joke-telling or the comedic process.

        ii. May involve characters being aware they are in a joke.

11. Misplaced Focus

    a. Definition

        i. Humor comes from deliberately focusing attention on an insignificant or irrelevant detail in the joke's situation.

    b. Key Indicators

        i. Punchline emphasizes an unexpected detail or aspect of the story.

        ii. Often involves misunderstanding or ignoring the main point.

iii. The humor lies in the discrepancy between what is expected to be important and what is actually focused on in the joke.