**Literary Terminology**

Allusion- a direct or indirect reference in one work to another work, historical person or event

Anecdote- a brief story about a single humorous or interesting event

Empathy- state of identification with another's situation, condition, and thoughts

Diction- choice of words or phrases

 Archaic- old-fashioned language and expressions

 Colloquialism- words or phrases used everyday

 Jargon- language used by a particular group that may be meaningless to those outside of the group

Hyperbole- intended exaggeration to create irony, humour or dramatic effect

Imagery- pattern of images and language used to represent objects, actions, feelings etc.

Irony- literary device involving contrast

 Dramatic- contrasts what a character perceives and what the audience and one or more of the characters know to be true (type of situational irony)

 Verbal- contrasts what is said and what is meant

 Situational- contrasts what actually happens with what was expected to happen

Juxtaposition- device where the author places a person, concept, place, idea or theme parallel to another (to compare/contrast the two)

Rhetorical Question- a question asked for effect and to promote a thought and reflection, not to elicit an answer

Sarcasm- another term for verbal irony by saying one thing, but meaning another

Satire- form that uses irony, ridicule, or sarcasm to expose human flaws

Tone- the writer's attitude to the subject or audience as conveyed through diction and style

Mood- the prevailing feeling created in or by a work, also known as the atmosphere

Thesis- the main idea of a work of non-fiction writing

Pun- play on words using a word with two meanings, two words of similar meanings or words that are similarly spelled or pronounced

Personification- inanimate objects or concepts are given human qualities

Onomatopoeia- a word imitates the sound it represents (buzz of a bee)

Parallelism- similar construction of sentences placed side by side to reveal equal importance

Metaphor-implied comparison that does not use *like* or *as*

Simile- comparison that uses *like* or *as*

Flashback- device used to depict events of the past

Foreshadowing- device of hinting at the future or events occurring later in the work

Point of View- perspective and voice from which information and impressions are conveyed

 First Person- uses I

 Third Person- uses he/she

 Omniscient- all knowing narrator

Symbol- something that represents or stands for something else (eg. dove for peace)

Theme- central insight or idea of a work stated indirectly or directly