

- Situational: outcome different than expected
- Cosmic: “irony of fate”, contains gods.
- Historical: real events that happened with unexpected results
- Socratic: Socrates pretended to be ignorant.
- Examples irony in literature: Romeo and Juliet: dramatic. The Gift of the Magi: situational.

• Emotion & Humour

- A truly story pursues emotion indirectly. A serious writer is an interpreter
- In interpretive fiction, emotion is the by-product, not the goal
- Sentimentality:
 - Excessive or faked emotion. It oversimplifies and sweetens life to get the feeling. It exaggerates, manipulates and prettifies.

• Suspense

- Suspense is the quality of the story, increased when curiosity is paired with anxiety. If mystery is introduced or place protagonist in dilemma.
- Suspense is connected to surprise, especially providing illumination.

• Fantasy

- The non-realistic story or fantasy is one that exceeds limits of known reality. Ordinary laws of nature are suspended. Ex ghosts, fairies, dragons, vampires, etc.

• The Scale of Value

- Good reading involves criticism. Judgement depends on our perceptivity, intelligence and experience. 2 basic analysis principles for literature:
 1. Every story is to be initially judged by how fully it achieves its central purpose.
 2. A story is successful, may be judged by the significance of its purpose.

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Page 4 of 4