**Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Terms to Know**

**Satire** - is a genre of literature (book, story, film, tv, anything really) that uses specific techniques to expose the vices, follies, and shortcomings of society in order to provoke change and improvement. Unlike comedy, which is primarily geared toward amusement and entertainment, satire, while often humorous, generally has a moral purpose: ideally, to identify, ridicule, and ultimately reform correctable human failings.

**Some Techniques Used to Create Effective Satire**

**Allusion –** a direct or indirect reference to something which is presumably commonly known, such as an event, book, myth, place, or work of art. Allusions can be historical, literary, religious, topical, or mythical. Allusions are often used to connect broad, complex ideas or emotions in one quick powerful image.

**Ambiguity –** the multiple meanings, either intentional or unintentional, of a word, phrase, sentence, or passage.

**Anachronism** - is placing an idea, invention, item or word in the wrong time period. This is not always used just for satire and may just be an unintentional error, but when used deliberately it adds to the humor of the story by highlighting contrasts between one era and another.

**Breaking the Fourth Wall** - is when a character acknowledges their fictionality, by either indirectly or directly addressing the audience. Alternatively, they may interact with their creator (the author of the book, the director of the movie, the artist of the comic book, etc.).

**Burlesque** - a serious subject treated in a light manner, or a light subject treated in a serious manner. Distortion or exaggeration used to ridicule or deflate topic. For example, the sublime may be absurd, honest emotions may be turned to sentimentality. If a serious topic is presented lightly, it may also be called a **travesty** (think *Life of Brian).*

**Caricature** - drawing, imitation, or description that ridiculously exaggerates peculiarities or defects.

**Cliché** - an expression used so often (and so out of context) that it has become hackneyed or has lost its original impact or meaning.

**Connotation –** the non-literal, associative meaning of a word; the implied, suggested meaning. Connotations may involve ideas, emotions, or attitudes.

**Denotation –** the strict, literal, dictionary definition of a word, devoid of any emotion, attitude, or color. (Example: the denotation of a knife would be a utensil used to cut; the connotation of a knife might be fear, violence, anger, foreboding, etc.)

**Coincidence** - when events fall into place in an unlikely way (often confused with irony).

**Double entendre** - kind of like a pun in that it uses words or phrases with a double meaning. Usually to imply something “dirty”, sexual innuendo.

**Euphemism –** From the Greek for “good speech,” euphemisms are a more agreeable or less offensive substitute for a generally unpleasant word or concept. The euphemism may be used to adhere to standards of social or political correctness or to add humor or ironic understatement. Saying “passed away” rather than “dead” is an example of euphemism.

**Exaggeration** - to enlarge, increase, or represent something beyond normal bounds so that it becomes ridiculous and its faults can be seen.

**Horatian satire** - named after the poet Horace and is characterized by good-natured, tolerant sense of humor about human folly. It tells the truth with a smile.

**Humor** - stuff that is funny.

**Hyperbole –** A figure of speech using deliberate exaggeration or overstatement. (The literal Greek meaning is “overshoot.”). Often, hyperbole produces irony. The opposite of hyperbole is *understatement*.

**Incongruity** - to present things as out of place or as absurd in its surroundings. (UPDATE THIS DEFINITION!)

**Irony/ironic -** the contrast between what is stated explicitly and what is really meant, or the difference between what appears to be and what is actually true. In general, there are three major types of irony used in language:

(1) *verbal irony* – when the words literally state the opposite of the writer’s (or speaker’s) meaning

(2) *situational irony* – when events turn out the opposite of what was expected

(3) *dramatic irony* – when facts or events are unknown to a character in a play or piece of fiction but known to the reader, audience, or other characters in the work.

**Sarcasm** - using verbal irony or biting humor at another’s expense. A sharply mocking or contemptuous remark. The term came from the Greek word “sarkazein” which means “to tear flesh.”

**Juvenalian satire –** named after the Roman satirist Juvenal, satire in which the speaker attacks vice and error with contempt and indignation. Juvenalian satire, in its realism and its harshness, is in strong contrast to Horatian satire.

**Juxtaposition** - Placement of objects or ideas to emphasize or contrast. (UPDATE THIS DEFINITION!)

**Metaphor** - a figure of speech using implied comparison of seemingly unlike things or the substitution of one for the other, suggesting some similarity.

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### Paronomasia (Pun**)** – using words that sound alike yet have different meanings.

**Puns on Names** - name that reflects a character’s traits

**Paradox** - a statement that appears to be self-contradictory or opposed to common sense but upon closer inspection contains some degree of truth or validity. (Think of the beginning of Dickens’ *Tale of Two Cities*: “It was the best of times, it was the worst of times....”)

**Parody** - to imitate the techniques and/or style of some person, place, or thing in order to ridicule the original. For parody to be successful, the reader must know the original text that is being ridiculed. Parody ridicules in nonsensical fashion an original piece of work. Parody is in literature what the caricature and cartoon are in art. *Airplane* and *Scary Movie* series

**Personification** - a figure of speech in which the author presents or describes concepts, animals, or inanimate objects by endowing them with human attributes or emotions.

**Reversal** - to present the opposite of the normal order. Reversal can focus on the order of events, such as serving dessert before the main dish or having breakfast for dinner. Additionally, reversal can focus on hierarchical order—for instance, when a young child makes all the decisions for a family or when an administrative assistant dictates what the company president decides and does.

**Oxymoron –** From the Greek for “pointedly foolish,” an oxymoron is a figure of speech wherein the author groups apparently contradictory terms to suggest a paradox. Simple examples include “jumbo shrimp” and “cruel kindness.”

**Symbol/symbolism –** Generally, anything that represents itself and stands for something else. Usually a symbol is something concrete -- such as an object, action, character, or scene – that represents something more abstract.

**Theme –** The central idea or message of a work, the insight it offers into life. Usually theme is unstated in fictional works, but in nonfiction, the theme may be directly state, especially in expository or argumentative writing. Theme is always expressed in a complete sentence. “War” is not a theme, but “war is a necessary evil” is.

**Tone –** Similar to mood, tone describes the author’s attitude toward his material, the audience, or both. Tone is easier to determine in spoken language than in written language. Considering how a work would sound if it were read aloud can help in identifying an author’s tone. Some words describing tone are *playful, serious, sarcastic, humorous, formal, ornate, sardonic, somber*, etc.

**Understatement** – The deliberate representation of something as lesser in magnitude than it actually is; a deliberate under-emphasis.