LITERARY TERMS

1. **Persuasion** - a form of speech or writing that uses argument or emotion to make the listener or reader believe what the author is saying.
2. **Figurative Language** - creates connections between unlike things which have never been considered before. It encourages complicated, creative, and poetic thought processes which give rise to beautiful, strange, and unique conceptions. Figurative language allows writers to transcend logical and typical bounds of thinking in order to present things in a new and meaningful way.
3. **Plot and Character Devices** - A story is not a story without a plot and characters. Things must happen, and they must happen to interesting people who are flawed, capable of change, and active in their world. Plots are not always simple or linear, though, and characters are elements of a story which may be built, developed, and complicated. Novelists, poets, journalists, filmmakers, and others use numerous elements in making a compelling, interesting, and believable story.
4. **Climax** - one of the most important and necessary elements of a story’s plot, as all drama that has been developing over the course of the story reaches a breaking point when something or someone must change. This is the most dramatic, meaningful, and suspenseful moment in the story. Here is an example of the climax in a story.
5. **Sound and Rhythm** - the way we word things can create rhythm, musicality, and poetry for the reader or listener. Poetry in particular operates on syllable counts, arrangement of lines, usage of certain hard or soft sounds, and pattern-making with rhyme and other devices. Soft s sounds can create calm and smoothness, whereas hard k sounds create chaos and harshness. A variety of sound and rhythm devices take advantage of connotative noises and the feelings they evoke in the audience. Sound and rhythm create powerful poetry, prose, speeches, and songs.
6. **Wordplay** - a creative act which allows writers and readers to flex their thinking muscles. Wordplay has been employed by greats like Shakespeare to create entirely new words, modern poets to hide interesting messages, and quirky comedians to show off witty thinking.
7. **Neologisms** are literally new words, or words recently created in order to describe something which has never been described.
8. **Anagrams** are a type of wordplay in which the letters of a word or phrase are rearranged to create a new word or phrase containing the exact same letters.
9. **Malapropism** is when a word is used incorrectly, often in place of one that sounds similar to the correct one. Here are a few common examples of malapropisms.
10. A **cliché** is an overused saying or idea which has lost its original meaning or power. Clichés are to be avoided because they are trite and shallow. Here are a few common examples of clichés.