

## Short Story Terminology

Atmosphere – the general mood, feeling or spirit of a story.

Characterization – the way that the author creates characters.

Protagonist – the main character who is faced with a problem.

Antagonist – the person, place, idea or physical force against the protagonist.

Climax – the point of the highest dramatic intensity; the turning point.

External conflict – happens outside the character.

Internal conflict – happens inside the character;  
(character vs. himself/herself)

Foreshadowing – clues or hints which prepare the reader for future action or events.

Irony – contrast or contradiction of what is expected and what results.

Verbal irony – occurs when a character or narrator says one thing but means the opposite.

Dramatic irony – occurs when the reader knows more than the character.

Situational irony – occurs when the contrast between what appears to be and what actually exists.

Plot – action of the story.

Chronological – places events in order of time from first to last.

Flashback – looks back at events that have already occurred.

Point of View – the angle from which the author tells the story.

First Person Narrative – the narrator uses “I” and participates in the action.

Third Person Narrative – the narrator uses “he” and “she” and is an outside observer.

Omniscient – narrator can see, know and tell all of the characters of a story.

Limited Omniscient – narrator can only see, know and tell all of one character.

Objective – narrator describes the characters statements but doesn't reveal thoughts or feelings.

Resolution – the outcome of a story.

Setting – the background where the action takes place.

Suspense – anticipation as to the outcome of events.

Symbol – a similar object, action, person, or place or something else that stands for something abstract.

Source : [www.flashcardexchange.com](http://www.flashcardexchange.com).