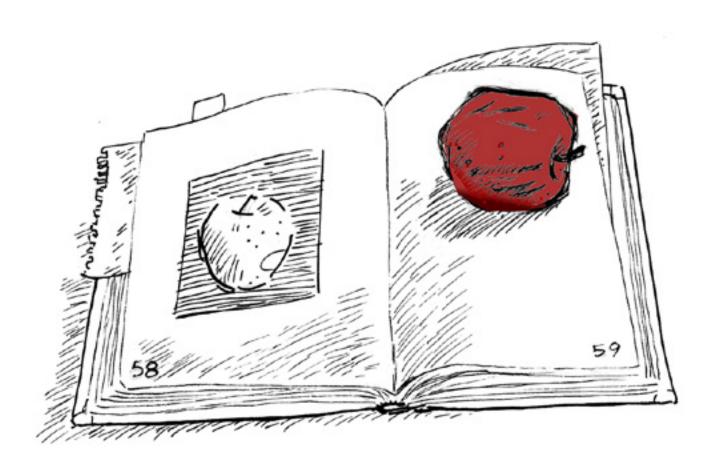
Conflict • Classifications of Literature



All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature
- human vs human
- human vs supernatural *or* gods/God/ Fate
- human vs self
- human vs technology

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature(wilderness / disease / animals)
- human vs human
- human vs supernatural *or* gods/God/ Fate
- human vs self
- human vs technology

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature(wilderness / disease / animals)
- human vs human
 (political / economic / religious / racial differences)
- human vs supernatural *or* gods/God/ Fate
- human vs self
- human vs technology

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature(wilderness / disease / animals)
- human vs human
 (political / economic / religious / racial differences)
- human vs supernatural or gods/God/ Fate (Jonah / Oedipus vs Fate)
- human vs self
- human vs technology

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature(wilderness / disease / animals)
- human vs human
 (political / economic / religious / racial differences)
- human vs supernatural *or* gods/God/ Fate (Jonah / Oedipus vs Fate)
- human vs self
 (mental illness / morality conflicts / physical endurance)
- human vs technology

All stories deal with **conflicts** and secondary-conflicts in one fashion or another:

- human vs nature(wilderness / disease / animals)
- human vs human
 (political / economic / religious / racial differences)
- human vs supernatural *or* gods/God/ Fate (Jonah / Oedipus vs Fate)
- human vs self
 (mental illness / morality conflicts / physical endurance)
- human vs technology
 (computers / industrialism / corporations)
- Be able to identify these as they appear in your readings.

No matter how mundane, whenever a protagonist is shown in motion in a story, the plot exists as an obvious symbol of a hero on a quest.



No matter how mundane, whenever a protagonist is shown in motion in a story, the plot exists as an obvious symbol of a hero on a quest.

• This likewise translates to a larger metaphor: any hero's quest is a journey for understanding life.

No matter how mundane, whenever a protagonist is shown in motion in a story, the plot exists as an obvious symbol of a hero on a quest.

- This likewise translates to a larger metaphor: any hero's quest is a journey for understanding life.
- Readers consciously and *subconsciously* translate this notion in their heads and apply it to themselves and their own lives.

No matter how mundane, whenever a protagonist is shown in motion in a story, the plot exists as an obvious symbol of a hero on a quest.

- This likewise translates to a larger metaphor: any hero's quest is a journey for understanding life.
- Readers consciously and *subconsciously* translate this notion in their heads and apply it to themselves and their own lives.

examples:

Homer Odyssey

Charles Perrault "Little Red Riding Hood"

Mark Twain Adventures of Huckleberry Finn

L. Frank Baum The Wonderful Wizard of Oz

J. D. Salinger The Catcher in the Rye

George Lucas Star Wars

Richard Wright "The Man Who Was Almost a Man"

Modes of Transportation

ship, boat, raft
train, locomotive, subway, roller-coaster
car, racecar, recreational vehicle
spaceship, rocket
motorcycle, motorbike, bicycle, tricycle
horse, donkey, goat
on foot

Modes of Transportation

ship, boat, raft
train, locomotive, subway, roller-coaster
car, racecar, recreational vehicle
spaceship, rocket
motorcycle, motorbike, bicycle, tricycle
horse, donkey, goat
on foot

- Any mode of transportation becomes an obvious symbol.
- It is up to the critic to decide the *relevancy* of the vehicle in the plot—
- and to decide the *type* of journey:

```
physical psychological
```

spiritual moral

cultural et cetera

mode } quest { life

• In addition, if characters are shown at a standstill, resting, relaxing, sleeping—these actions show: a state of limbo

or confusion

or lack of motivation

or lack of conflict in their life.

For Each Reading Assignment

To help build patterns with the various readings, identify the following elements in stories as the class progresses with different examples of literature.

- 1. protagonist
- 2. antagonist
- 3. conflict type
- 4. protagonist's motivation / goals (journey)
- 5. journey type
- 6. mode of transportation
- Likewise, be able to back-up your observations with evidence from the story itself.

 Note specific passages and phrases which defend your views.

Literary Modes

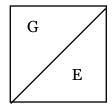
Realistic mode: Equal balance of extremes between good and evil.

The world is full of both forces.

The world is controlled by both unseen forces at one time or another.

The goal of the work *expresses a want* to achieve the happy ending.

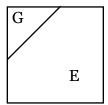
Keep in mind, the happiness is not always achieved in the story.



Naturalistic mode: Writer wants to expose evil, corruption.

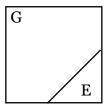
Here the author shows evil existing in abundance.

The protagonist fights against extreme horror, suffering.

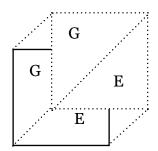


Literary Modes

Romantic mode: In this case the hero is ultimately good, patriotic, devoted. He/She will triumph even if it means dieing. Some are shown in more realistic settings than others. The protagonists ultimately controls the environment. There exists an ultimate struggle between good and evil; however, there *will be* a happy ending.



Fantasy mode: Examples include surrealism, magic-realism, unreality, dream logic. Good and evil struggle against one another in terms similar to realistic models.



Literary Modes

Existential mode: The most complex mode of these five concepts:

the world is seen as a living hell for humans, a surreal nightmare; the human race is dehumanized by the modern world. The goal of the work *expresses a want* for the protagonist to see how a happy ending is possible; however, more than likely the protagonist cannot move outside of the self-induced rut of their environment. Such characters are displayed as anti-heros. At best the element of good might be reached if characters acknowledge their mistakes. However, oftentimes these flawed characters are overwhelmed by the prospect of change and refuse to transform themselves. The idea of 'good' therefore is a state not achievable—it is an idealistic dream and nonexistent.

G

Ε

Literary Movements & Genres

Literary Movements:

Generally, the movements are markers of time within the various centuries.

The movements shift between these various modes of literature.

Renaissance Romanticism Gothic

Transcendentalism Realism Naturalism

Symbolism Modernism Surrealism

Postmodernism Magical Realism Imagism

Literary Movements & Genres

Literary Genre:

• On the other hand, a Genre is a different classification of writing.

A genre is a category of literary composition.

- These are determined by technique, tone, content, or even length.
- In other words, there are more than four categories: classes and subclasses exist in this huge litany of Literature.
- Just looking at the short story category alone, some genres include:

horror fantasy

romance

science fiction

mystery

westerns

et cetera

A Matter of Historical Perspective

- In class we will cover the development of the literary classic genres of Prose, Drama, and Poetry.
- We will focus on what is considered modern examples of these forms of creativity.
- It is important to remember, the current writing develops from a pre-history of our earliest attempts at explaining what is meant by human nature.
- Before writing developed, around the 4th Century BCE, stories were
 memorized and passed from generation from generation. Homer's *Iliad* and *The Odyssey* are two ancient examples of the literary tradition which
 developed *before* writing was invented.