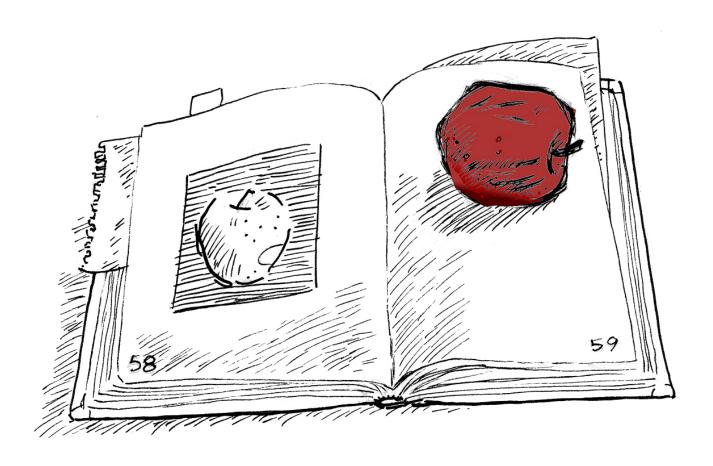
Conflict • Classifications of Literature



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 or progress

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 or progress

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)
- ullet human vs supernatural $or \operatorname{gods/God/Fate}$
- human vs self
- human vs technology or progress

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 or progress

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 or progress

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 or progress
 (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

Grimm Brothers "Little Red-Cap"

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.