

## **Drama Vocabulary**

**Genre:** A group, type, or classification of literature (Drama, short story, etc.).

**Characterization:** The developing of three-dimensional characters: not just what the person looks like, but who they are on the inside, what kind of person they are, what they stand for and believe. A good author shows you the personality through what a person says and does.

**Casting:** Picking the right person for the role.

**Setting:** Not just where and when the story takes place, but all of the visual details that make up the look of the drama. Limited by time, space, and money.

**Staging:** Creating the illusion of the setting.

**Director:** The person who translates the drama from the written word in to visual.

**Dialogue:** The words the character speaks.

**Costuming:** The way the characters are dressed. Can be used to create mood, illusion, and set the piece in a particular time.

**Plot:** What happens in the story, may not be sequential. Has to hold the audience's attention, visually interesting.

**Theme:** A universal truth about people – the things they do, the way they are, that can be applied to your life. Not a dippy moral.

**Infer:** A reasonable conclusion one can draw from facts or evidence given.

**Aside:** A character speaks directly to the audience. Through asides, characters in a play reveal directly to the audience their thoughts or other characters' thoughts. Usually delivered in confidence pretending that other characters cannot hear.

**Nota Bene, N.B.:** Note well. Used to call attention to something important.

**Flash-pot:** A device that creates a burst of fire and smoke that creates a magical effect.

**Soliloquy:** A speech in which a character talks to himself or the audience and reveals what he is thinking. Longer than an aside.

**Scrim:** A light, semi-transparent curtain.

**Protagonist:** Main character of a story, can be one person or a group of people.

**Conflict:** A struggle between opposing forces. Can be internal or external.

**Parody:** A humorous mimicking of a serious piece of literature.

**Flashback:** A literary device where an event from the past is inserted into the present. Seems as if it is happening in present time. Shows how the present is influenced by the past.

**Foreshadowing:** A device where the author gives clues that hint at later events in the story. Makes surprise endings more believable.

**Euphemism:** A nice way of saying something that is not usually nice (fat = big bones).