FIGURATIVE LANGUAGE FEATURES TABLE

PROSE FICTION	NON FICTION	DRAMA TEXTS	POETRY	SPEECHES
PROSE FICTION Allegory Alliteration Allusion Anachronism Antonym Assonance Cliché Colloquial voice Colloquialism Epiphany Fable Irony	NON FICTION All of prose fiction plus: Analogy Anecdote Argument Bias Conflict Connotative and emotive language Cumulation Factual evidence Humour: parody,	DRAMA TEXTS All of prose fiction plus: Antagonist/protagoni st Asides Bathos Catalyst Dramatic irony Dramatis personae Epiphany Falling action Falling action	POETRY Accumulation Allegory Alliteration Allusion Anachronism Anthropomorphism Antonym Assonance Caesura Cliché Climax Colloquial voice	SPEECHES All of prose fiction plus: Allusion Amplification Anadiplosis Analogy Anaphora Anecdote Antistrophe Antithesis Apostrophe Asyndeton
 Irony Jargon Metaphor Neologism Oxymoron Paradox Personification Resolution Rhetorical questions Satire Sensory language Simile Slang Symbolism Tone 	 Humour: parody, satire Hyperbole Intertextual use of interview or expert statistics Objective language Point of view Quotation Reflective voice Sequencing of discussion or argument Subjective language Thesis Tone Understatement 	 Falling action Foil Foreshadowing Fourth wall Gesture Hyperbole Juxtaposition of characterisation or setting Metonymy Poetic justice Props Rising action Soliloquy Stage directions Sub text 	 Colloquial voice Couplet Epiphany Irony Metaphor Oxymoron Paradox Personification Rhetorical questions Sensory language Simile Slang Symbolism Tone 	 Asyndeton Cacophony Climax Cumulation Enumeratio Epithet Hyperbole Hypophora Intertextuality Pathos Polysyndeton Quotation Referencing Synecdoche Understatement

VISUAL AND STRUCTURAL FEATURES TABLE BY TEXT TYPE

FILM	IMAGE/ARTWORK	MULTIMEDIA/DOCUMENTARY	WEBSITES
Camera angles	 Background 	3d modelling	Banner
• Camera shots: High shot,	 Body language and 	Animation	 Bookmarks
Mid shot, long shot, point	expressions	• Audio	 Colour
of view, conversation shot	 Centrality 	• Dissolve	 Colour
 Computer graphics 	 Classical 	• Editing	 Digital imagery/video
 Computer imagery 	 Colour 	• Fade	 Dissolve
• Dissolve	 Contrast 	 Footage 	• Fade
• Editing	 Cultural framing 	Hand held camera	• Font
• Fade	 Foreground 	 Hyperlinks 	Font
 Flashback 	 Framing 	Integration of image	 Graphics
 Hand held camera 	 Gaze 	Interactivity	 Hyperlinks
Jump cuts	• Hue	Interview	 Integration of image
 Lighting 	 Midground 	• Jargon	 Intuitive layout
Mise-en-scene	 Multilayering 	• Layout	Jargon
 Narration 	 Painterly qualities – be 	Photographic elements	• Layout
 Panning 	specific to artwork	Production	 Layout of text and image
 Parallel editing 	 Perspective 	• Projection	 Navigation
Real-time	 Post-modern qualities 	See film techniques	Podcast
 Score- diagetic and non- 	 Rule of thirds 	See min techniques Sequence/sequencing	• Size
diagetic	 Salience 	• Size	Slogan
• Screen cuts	 Saturation 	• Sound files	Text/image balance
 SFX qualities 	 Structural framing 	• Stills	 Vodcast
Still photography	 Vectors 	• Use of Flash	· Voucust
• Tilt		- Osc of Masii	
• Zoom			

