

"Tragedy, then, is an imitation of an action that is serious, complete, and of a certain magnitude; in language embellished with each kind of artistic ornament, the several kinds being found in separate parts of the play; in the form of action, not of narrative; through pity and fear effecting the proper purgation of these emotions. "

"objects of imitation are men in action" (mimesis)

11, 111, IV

"pity is aroused by unmerited misfortune"

"fear (aroused) by the misfortune of a man like ourselves"

"the plot ought to be so constructed that, even without the aid of the eye, he who hears the tale told will thrill with horror and melt to pity at what takes place"

don't rely of the spectacular for tragic effect

six parts of tragedy

(medium)	(object)	(mode)
diction song	plot character thought	spectacle

six parts of tragedy

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character

same or better than us= tragedy worse than us = comedycharacter is action speeches reveal moral purpose goodness appropriate necessary/probable action consistent in behavior consistently inconsistent nothing irrational in actions

tragic plot

arrangement of incidents one action inspiring fear or pity a beginning, a middle, and an end life is not a plot unity of time and place according to law probability and necessity complete, whole and of a certain magnitude complication and unraveling (master both) **simple plot** - no reversal or recognition on the part of the hero

complex plot - the change of fortune through a **reversal** of the situation or **recognition**, or both.

Reversal (peripeteia)

An event that occurs contrary to our expectations and that is therefore surprising, but that nonetheless appears as a necessary outcome.

Recognition (anagnorisis)

The often sudden revelation that propels a tragedy to its conclusion. (recognition of faces are best)

Reversals

"a change by which the action veers round to its opposite"

"from error or frailty" not "vice or depravity"

"The change of fortune should be not from bad to good, but, reversely, from good to bad. It should come about not from the result of vice, but of some **great error of frailty**..."

Recognition

change from ignorance to knowledge recognition of persons (faces) signs memory awakened reasoning outcome from plot (best!)

Error or Frailty (Hamartia)

- hubris, the character overshooting the mark, or overreaching
- we must recognize we can make the same mistake

narrative + drama

Homer show and tell contemporary novels, short stories documentaries and some movies

western narrative traditions

- the battle of ego(s) -winners and losers
- protagonist with desire vs. antagonist obstructing desire
- conflict "all the way down" dialogue, scene, act
- cause effect chain
- clarity of purpose and moral certainty are valued
- representation, mimesis in dramatic arts,
 presents the world as knowable
- objectivity, omniscient narration
- closure



Classical Hollywood Style

non-western narrative traditions

- less conflict, more "fractal" patterns, episodic
- "protagonist" is a group
- fragmentation, broken causal/chains,
- dissonance, abstraction
- metafiction, stories within stories, digression
- networked, database, hypertext
- non-representational, abstract, anti-narrative

Kishōtenketsu – Japanese story form (from China)

Ki : the <u>introduction</u>: setting, characters, situation, relationships

Shō: further <u>development</u>, following the introduction. no big changes

Ten: a pivot or <u>twist</u> to another, topic, character, situation, setting. this can be jarring, but doesn't have to be

Ketsu: <u>ending</u>, it wraps up the story by uniting the first two parts with the third, the twist, making the parts a whole.



China > Japan

the internet favors fractals - small patterns at the micro-level - that build to larger patterns or structures,

self-similarity create a unity





fractal narrative the von Koch curve