

### Paper Three (short): Style


As we approach the end of term and your final paper, you should start trying to put the pieces of this class together.

We spoke about the physical characteristics of books and book markets. We spoke about book design, about genre, about expectations. And we spoke about style. In short, we examined everything that makes a book a book, except its content.

(Consider this example: you walk into an art museum. You go to the modern art gallery. You see a pedestal. On that pedestal, someone has placed a sandwich. You don't need to know anything else about it—like what's in the sandwich—but you know it's somehow art. So, when you look at the sandwich, you look at it differently than if it were in a deli. You ask what it *means*. It's a sandwich, but it's also a piece of art.

Now, substitute literary terms for the underlined ones: you walk into a bookstore. You go to the fiction section. You see a novel. In that novel, someone has told a story. You don't need to know anything else about it—like what's in the story—but you know it's somehow art. So, when you read the story, you read it differently than if it were a report in a newspaper. You ask what it *means*. It's a story, but it's also a piece of art.)

In this paper, concentrate on the book or story you will use in your final paper.

 Consider **one aspect** of the *physical characteristics* **or** *style* of your book. Here are some examples of a question you might ask:

How is your book marketed, and how does the market affect your reading? How is it shelved, and how does its shelving affect your reading? How is it bound? How is it illustrated? How is it laid out on the page? What font is it in? How does one of these characteristics affect your reading? What style is it in, and how does that style attempt to replicate reality? How does the style fit with other styles in the same genre? Why is it divided into chapters? How do the chapters affect your reading? Is there much direct discourse, and what does that do to your sense of mimesis? Is there much description? Is there a first-person narration, and how does that affect your sense of mimesis? And so forth.