

Elements of Drama:

Including the following elements:

1. **Character** - one or more imaginary persons who take part in the action. The unique qualities that make up a personality.
2. **Exposition** - the first phase or part of plot, which sets the scene, introduces and identifies characters, and establishes the situations at the beginning of a story or play. Additional exposition is often scattered throughout the work.
3. **Protagonist** - the main character, the leading role; may be called the **hero / heroine**
4. **Antagonist** - the opponent of the main character: may be called the **villain**
5. **Plot** - the invention, selection and arrangement of some action; must have some unifying sense of purpose.
6. **Conflict** - drives the plot; shapes the dramatic structure of a play. In a dramatic conflict, each of the opposing forces must at some point seem likely to triumph or worth of such triumph - whether conflict is **external** (one character versus another) or **internal** (within a single character torn between two competing views)
7. **Subplot** - the plot to which less time and attention is devoted.
8. **Sequences** - the ordering of action in a fictional plot; a closely linked series or cycle of individual literary works, especially short stories or poems, designed to be read or performed together.
9. **Proscenium stage** - a conventional modern stage; a room missing a fourth wall; most plays use this type of stage.
10. **Thrust stage** - where the audience sits around three sides of the major acting area.
11. **Arena stage** - the audience sits all the way around the action area and players make their entrances and their exits through the auditorium.
12. **Setting** - a particular place somewhere else.
13. **Sets** - the design, decoration and scenery
14. **Props** - articles or objects used on stage
15. **Classical unities** - as derived from Aristotle's *Poetics*, the three principles of structure that require a play to have one plot (unity of action) that occurs in one place (units of place) and within one day (unity of time), also called the dramatic unities.
16. **Tragedy** - situational irony where there is a gap between expectations and outcomes and between what characters seem to deserve and what they get.
17. **Monologues** - extended speeches by one character; may allow greater eloquence than is usual in everyday speech and may include revealing imagery and figures of speech (example: using metaphor, personification, alliteration, allusions, etc.)
18. **Allusions** - references to other works of literature or art or something else external to the play; can enrich the text
19. **Theme** - a statement a work seems to make about a given issue or subject; is by its very nature the most comprehensive of the elements, embracing the impact of the entire work.; it is abstracted from the work by the reader or audience through consideration of character, structure, setting, tone etc.