Metafiction

- The term 'metafiction' was coined in 1970 by William H. Gass in his book *Fiction and the Figures of Life*.
- ♣ Metafiction became particularly prominent in the 1960s
- ♣ Style of prose narrative-associated with postmodern prose
- ♣ A self-conscious literary style-a self-aware narrator infuses their perspective into the text to create a fictional work that comments on fiction
- ♣ Attention is directed to the process of fictive composition
- **4** The narrator or characters are aware that they are part of a work of fiction
- ♣ Eg: a novel about a novelist writing a novel
- ♣ Defies the traditional notion of realistic narration established in the genre of novel
- **↓** Involves a departure from standard narrative conventions
- Literary theories, such as deconstruction and the death of the author, contributed to this new style of writing
- ♣ Most important stimuli for innovation were the cultural changes evident at this time.
- → The main purpose of metafiction is to highlight the dichotomy between the real world and the fictional world of a novel.
- ♣ Attempts to break the fourth wall-between writer and reader blurs the lines between real life and fiction

Eg:

The Life and Opinions of Tristram Shandy, Gentleman French Lieutenant's Woman by John Fowles

Intertextuality

- ♣ A word coined in late 1960s by philosopher **Julia Kristeva** in her analysis of Bakhtin's concepts Dialogism and Carnival
- ♣ Part of structuralist poststructuralist deliberations
- individual texts are inescapably related to other texts
- ♣ The term is used to signify the multiple ways in which any one literary text is made up of other texts, by means of its implicit or explicit allusions, citations
- ♣ In Kristeva's formulation, any text is an "intertext" the site of an intersection of numberless texts and existing only through its relation with other texts.

The concept of intertextuality defuses the traditional humanist notion of the text as a self-contained, autonomous entity in the view that it is but a weave" of codes from other texts or discourses such as that of history, social conditions, philosophy, theology and so on.

Pastiche

- commonly refers to the mixing of genres
- work may include elements like metafiction and temporal distortion.
- **↓** combine, or "paste" together, multiple elements
- **4** a combination of multiple genres to create a unique narrative
- **↓** combines science fiction, detective fiction
- combine's detective fiction, fairy tales, and science fiction
- ♣ A text made from other texts

Magic Realism

- ♣ In the 1920s originally applied to the school of surrealistic German Painters.
- Chiefly a Latin-American narrative strategy
- Later used to describe the prose fiction of **Jorge Luis Borges** in Argentina, **Gabriel Garcia Marquez** in Columbia, **Isabel Allende** in Chile, **Gunter Grass** in Germany, **Italo Calvino** in Italy and **John Fowls** and **Salman Rushdie** in England
- ♣ Matter-of-fact inclusion of fantastic or mythical elements into seemingly realistic fiction.
- ♣ The term magic realism is a relatively recent designation, first applied in the 1940s by Cuban novelist Alejo Carpentier, who recognized this characteristic in much Latin-American literature.

Minimalism

- ♣ Minimalism is an artistic style in postmodern writing.
- Minimalist writings represent the most essential and basic in writing.
- ♣ Brevity in language, structure and narration adds to the complexity of the work.
- ♣ No decorated language or meaningless detailing.
- Minimal details provided more space for reader imagination.
- Origin of minimalism is in the twentieth century imagist poets like Ezra Pound, Stephen Crane and William Carlos Williams.
- Major practitioners of Minimalism

Samuel Beckett

Robert Coover

John Barth

Raymond Carver

Hyperreality

- ♣ closely linked to his idea of Simulacrum
- the contemporary world is a simulacrum, where reality has been replaced by false images, to such an extent that one cannot distinguish between the real and the unreal.
- what passes for reality is a network of images and signs without an external referent, such that what is represented is representation itself.
- hyperreality goes further than confusing or blending the 'real' with the symbol which represents it
- ➡ it involves creating a symbol or set of signifiers which represent something that does not actually exist, like Santa Claus
- ♣ Hyperreality is the inability of consciousness to distinguish reality from a simulation of reality, especially in technologically advanced societies.
- ♣ Hyperreality tricks consciousness into detaching from any real emotional engagement, instead opting for artificial simulation, and endless reproductions of fundamentally empty appearance.

Simulacrum -Something that replaces reality with its representation.