

## Genre Game 2- Anna Michelle Chapman

Each card describes a different narrative genre. Match the name of the genre (see top of the page) to its description by clicking on and dragging the name to the gap (shown by \_\_\_\_\_.)

Word list: science fiction, romance, comedy, tragedy, fantasy, horror

The first one is done for you:

1.

This genre shares many of the same traits as horror.

However, most psychological thrillers **do not** have magical/supernatural themes or characters, and they **may even be closely based on real life events**.

Other common themes include:

- **confusion** or **ambiguity** (something can be interpreted in more than one way);  
  
a character that *is* **insane**  
/a character that *is not* insane but either the audience/reader is unsure about her/his sanity, or other characters claim that he/she is insane  
*("The ending of the novel is ambiguous because it is unclear whether the character is insane, or actually has an accurate perception of events");*
- **dangerous** forms of insanity, such as **psychopathy**, **cannibalism** or a **split personality** that includes a psychopathic personality;
- a sense of **uncertainty** regarding which characters are safe/trustworthy and which are dangerous.

Examples of this genre include *The Silence of the Lambs* and *Shutter Island*.

This describe the psychological thriller genre.

2.

### This genre may include:

- ridiculous and embarrassing situations;
- exaggerated versions of situations that people fear/dread (for example, *Meet the Parents*);
- childish and embarrassing conflicts between characters (sometimes characters who will fall in love);
- **satire** (making fun of pointless/inappropriate social conventions or political situations, and inefficient authority figures (*The Office*));
- **parodies** (a parody is similar to satire, but is usually based on a specific narrative, song or historical event. Examples include the 'Key of Awesome' songs on YouTube, the *Scary Movie* films and scenes from the *Horrible Histories* TV show.)

This describe the \_\_\_\_\_ genre.

3.

### This genre may include:

- a frightening mood;
- tense/ suspenseful scenes;
- a sense of mystery;
- bloody/gory imagery;
- **lonely and/or underground settings** (graveyards, deserted streets, cellars, boiler rooms, sewers etc);
- supernatural beings or people with evil/uncontrollable powers that cause harm;
- frightening and disturbing imagery;
- violence;
- helpless or apparently weak/powerless victims;
- **the uncanny** (this is '**the unfamiliar in the familiar/ the familiar in the unfamiliar**'- especially when this is **disturbing** and makes you feel, 'spooked' or frightened. For example, a highly realistic mannequin that seems to be (or is mistaken for being) 'alive' is **uncanny**.)

This describe the \_\_\_\_\_ genre.

4.



### This genre may include:

- the use of magical/supernatural powers;
- creatures from/based on legends & folklore (fairies, dragons, unicorns etc);
- adventures and quests;
- magical objects, which may be associated with 'good' or 'evil';
- a setting from the past/  
an **imagined place** that is **based on past times**/  
an imagined place that **combines the modern with the historical**;
- **surreal** settings (the world seems 'dreamlike' or 'nightmarish'.) It may be confusing in a **disturbing** or **comical** way. "*Alice in Wonderland is a surreal children's story*".)

This describe the \_\_\_\_\_ genre.

5.

### This genre may include:

- some features that are similar to the horror, gothic and psychological thriller genres;
- a futuristic setting/  
another world that is more technologically advanced than our world;
- inventions or scientific knowledge that are more advanced than we currently have;
- aliens (people or beings from other planets);
- dystopias (**where people are usually unhappy and/or afraid because they are not treated fairly and are being tightly controlled by the government**) (<https://www.merriam-webster.com/dictionary/dystopia>);
- using technology or scientific knowledge to travel through space and/or time;
- machines that behave like humans and humans that behave like machines;
- nature behaving in an 'unnatural' way and against the known laws of science.

This describe the \_\_\_\_\_ genre.

6.

- These stories tend to **make the reader/audience care about characters who will eventually die** from a disease, the result of a disaster/accident, in a war and/or by being murdered etc.
- Alternatively, the character is left permanently damaged.
- They may also involve conflict situations that harm innocent characters or lead to the corruption of previously honourable characters (for example, *Othello*.)
- These stories make the reader/audience feel sad and that certain characters deserved a happier ending to the narrative.

This describe the \_\_\_\_\_ genre.

7.

Common themes include:

- characters who initially dislike/argue with one another, but eventually fall in love (for example, *Pride and Prejudice* & *Bride and Prejudice*);
- characters who are 'just friends' but eventually fall in love;
- tragedy, in which one or both of the lovers die, leaving the other person heartbroken (*Romeo and Juliet*, *Goliyon Ki Raasleela: Ram-Leela* and *Titanic*);
- **unrequited love** (one person romantically loves someone, but that person does not feel the same way);

Usually, the person in love will end up falling more deeply in love with someone else, or the person they love will eventually return their affections.

**Another version of this theme is when two people fall in love, but other circumstances prevent them from staying together (for example, the main characters of *Bridges of Madison County* must part because Francesca is already married to a kind man with whom she has a family.)**

This describe \_\_\_\_\_ genre.