**Storytelling Devices**

Story *devices* and techniques are 'tricks of the trade' that authors use to make their story work effectively. Here is an alphabetic list of all devices in this collection.

* Anagnorisis: See[Discovery](http://changingminds.org/disciplines/storytelling/devices/discovery.htm).
* Analepsis: See [Flashback](http://changingminds.org/disciplines/storytelling/devices/flashback.htm).
* [Aside](http://changingminds.org/disciplines/storytelling/devices/aside.htm): Speaking to the audience.
* [Back Story](http://changingminds.org/disciplines/storytelling/devices/back_story.htm): The context that gives the story sense.
* [Character Shield](http://changingminds.org/disciplines/storytelling/devices/character_shield.htm): Makes the character invulnerable.
* [Chekhov's Gun](http://changingminds.org/disciplines/storytelling/devices/chekhovs_gun.htm): Initially insignificant then important.
* [Cliffhanger](http://changingminds.org/disciplines/storytelling/devices/cliffhanger.htm): Ending with incomplete excitement.
* [Death trap](http://changingminds.org/disciplines/storytelling/devices/death_trap.htm): Machine that kills the hero slooowly.
* [Denouement](http://changingminds.org/disciplines/storytelling/devices/denouement.htm): Completing the story, exposing the plot.
* [Deus Ex Machina](http://changingminds.org/disciplines/storytelling/devices/deus_machina.htm): God in the machine. Magical action.
* Diegesis: See [Narrator](http://changingminds.org/disciplines/storytelling/devices/narrator.htm).
* [Discovery](http://changingminds.org/disciplines/storytelling/devices/discovery.htm): Revelation that changes story.
* [Dream Sequence](http://changingminds.org/disciplines/storytelling/devices/dream_sequence.htm): Separated fragment that explains.
* Eucatastrophe: See [Twist ending](http://changingminds.org/disciplines/storytelling/devices/twist_ending.htm).
* [Exposition](http://changingminds.org/disciplines/storytelling/devices/exposition.htm): Explaining other parts of story.
* [Fable](http://changingminds.org/disciplines/storytelling/devices/fable.htm): Teaching story with animal characters.
* [Flashback](http://changingminds.org/disciplines/storytelling/devices/flashback.htm): Narration of earlier events.
* [Flashforward](http://changingminds.org/disciplines/storytelling/devices/flashforward.htm): Narration of future events.
* [Flashing Arrow](http://changingminds.org/disciplines/storytelling/devices/flashing_arrow.htm): Indicator of important item.
* [Fold](http://changingminds.org/disciplines/storytelling/devices/fold.htm): Changing direction mid-stream.
* [Foreshadowing](http://changingminds.org/disciplines/storytelling/devices/foreshadowing.htm): Hints about what is to come.
* [Hermeneutic Code](http://changingminds.org/disciplines/storytelling/devices/hermeneutic_code.htm): Engaging unanswered question.
* Info Dump: See [Exposition](http://changingminds.org/disciplines/storytelling/devices/exposition.htm).
* [In Medias Res](http://changingminds.org/disciplines/storytelling/devices/in_medias_res.htm): Starting the story in the middle.
* [Interrupted Routine](http://changingminds.org/disciplines/storytelling/devices/interrupted_routine.htm): Adding confusion to the familiar.
* [MacGuffin](http://changingminds.org/disciplines/storytelling/devices/macguffin.htm): Initially important but then not.
* Mimesis: See [Narrator](http://changingminds.org/disciplines/storytelling/devices/narrator.htm).
* [Monologue](http://changingminds.org/disciplines/storytelling/devices/monologue.htm): Extended speech by character.
* [Narrative Hook](http://changingminds.org/disciplines/storytelling/devices/narrative_hook.htm): Opening excitement that captures attention.
* [Narrator](http://changingminds.org/disciplines/storytelling/devices/narrator.htm): Absent telling what is happening.
* [Nested Stories](http://changingminds.org/disciplines/storytelling/devices/nested_stories.htm): Stories within stories.
* [Parable](http://changingminds.org/disciplines/storytelling/devices/parable.htm): Teaching story.
* Peripeteia: See [Reversal](http://changingminds.org/disciplines/storytelling/devices/reversal.htm).
* [Plot Coupon](http://changingminds.org/disciplines/storytelling/devices/plot_coupon.htm): Item that is a plot substitute.
* Plot Dump: See [Exposition](http://changingminds.org/disciplines/storytelling/devices/exposition.htm).
* [Point of View](http://changingminds.org/disciplines/storytelling/devices/point_view.htm): First person, second and narrator.
* [Proairetic Code](http://changingminds.org/disciplines/storytelling/devices/proairetic_code.htm): Sequential events.
* Prolepsis: See [Flashforward](http://changingminds.org/disciplines/storytelling/devices/flashforward.htm).
* Prologue: See [Exposition](http://changingminds.org/disciplines/storytelling/devices/exposition.htm).
* [Quibble](http://changingminds.org/disciplines/storytelling/devices/quibble.htm): Wriggling out of an agreement.
* Racconto: See [Flashback](http://changingminds.org/disciplines/storytelling/devices/flashback.htm).
* [Realization](http://changingminds.org/disciplines/storytelling/devices/realization.htm): The 'aha' moment.
* [Red Herring](http://changingminds.org/disciplines/storytelling/devices/red_herring.htm): Something that distracts from the final truth.
* [Reversal](http://changingminds.org/disciplines/storytelling/devices/reversal.htm): Sudden change, for example of fortunes.
* [Science and Magic](http://changingminds.org/disciplines/storytelling/devices/science_magic.htm): Gets you out of a sticky situation.
* [Split](http://changingminds.org/disciplines/storytelling/devices/split.htm): Breaking into separate story fragments.
* [Twist Ending](http://changingminds.org/disciplines/storytelling/devices/twist_ending.htm): Unexpected end to the story.