

# USING DEVICES IN STORYTELLING

**Devices** can be used in storytelling to convey information in more impactful and memorable ways. This chart breaks down some common devices so you can up your storytelling game!

Device	What is it?	Why is it used?	Example
<b>Amplification</b>	Repeating a word or expression	Emphasis Impact	<i>"Love, real love is hard to find"</i>
<b>Analogy</b>	Explaining one thing in terms of another	Quick reference	<i>"Flakey as a snowflake" (idioms)</i>
<b>Call back</b>	Series of timed separated jokes or references that are interrelated	Create an inside joke/ connect with audience, add continuity	<i>"I'm afraid of pizza, "Pizza cures cancer" "when I left they handed me a pizza"</i>
<b>Metaphor</b>	Direct comparison	Impact	<i>"Your eyes are the windows to your soul"</i>
<b>Simile</b>	Use of "like" or "as" in comparison	Emphasis, Humour, impact	<i>"She smokes like a chimney"</i>
<b>Oxymoron</b>	Contradiction	Dramatic effect	<i>"Seriously funny"</i>
<b>Hyperbole</b>	An exaggeration of familiarity	Emphasis impact	<i>"I've climbed those steps 1000 times"</i>
<b>Rule of Three</b>	Groupings of 3 words, concepts to create a pattern	Rule of 3 = more Persuasive/ Powerful	<i>"Life Liberty and the pursuit of happiness" "Stop, look, listen"</i>
<b>Chekov's gun</b>	Initially insignificant then important	A teaser that sets up an event later	<i>"She gaged when she tasted the iron" "turns out the iron was the cause of her choking"</i>
<b>Sense of urgency</b>	Creating a specific deadline or time constraint	Creates suspense	<i>"at the stroke of midnight Cinderella's spell will be broken"</i>