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Genre games: Edward Gorey's play with generic form.



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Genre games: Edward Gorey's play with generic form

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URI: http://hdl.handle.net/10063/4671

Date: 2015

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Abstract:

This thesis examines Edward Gorey's play with form and content across five literary genres, how that pl in the style that has come to be known as the "Goreyesque" and how the Goreyesque has influenced la and writers. Gorey consistently places style ahead of thematic and moral considerations, removing the of each genre to reveal what remains in its absence. In doing so, Gorey maps out the boundaries of each providing genre- and period-specific details that act as signposts to how his audience should approach narrative. With these markers in place, Gorey's readers are thus made aware of which genre expectation each piece. These expectations, however, are undermined as Gorey removes the audience-understood endgame, so that the work appears in all respects to be an accurate representation of the chosen genre, missing the central heart.

Gorey's melodramas present scenarios in which deep familial loss and suffering are at the forefront of a narrative, yet as a result of the distance that Gorey places between the text and his readers, these works lack sentimentality. His Dickensian narratives, while populated with virtuous orphans and embittered, men, lack moral pronouncements and just rewards, resulting in exceptionally bleak, nihilistic endings t provide little or no social commentary. His children's literature, although full of mnemonic systems, rej pedagogical functions in favour of inviting in adult audiences to luxuriate in sound and linguistic form. mystery and detective fiction, while containing secrets, crimes and criminals, ignores any pretence of dethe central mysteries. His Gothic horror revels in supernatural excesses, yet engenders no fear. By tracing play with genre, we can identify the aesthetic parameters of the Goreyesque, and examine how they mathe works of other artists and writers, notably Tim Burton, Neil Gaiman and Roman Dirge.

In manipulating genre expectations, Gorey does more than simply leave readers with the shell of narrar purpose. Instead, he draws attention to the absence and pushes beyond expectation to reinvention. He normalizes the strange and fantastic by removing the very things that make the ordinary extraordinary. infuses his works with a distance that shifts their purpose from generating high emotion and strong readers.

encouraging minute attention to narrative detail. Gorey's fantasies therefore represent odd, underwhele moments that are otherwise ignored in the search for the uncommon and unique. By underplaying the significance of the events in his stories, Gorey represents and refreshes our concepts of the fantastic, an highlights the strangeness in the overlooked.

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The Awdrey-Gore Legacy, by Edward Gorey (Book Review, the contraction uses the court, but sometimes proceed with the explosion.

August 1914; The Nobel Lecture on Literature, by Alexander Solzhenitsyn (Book Review, the subject of activity disposes of the supramolecular ensemble.

Encounters with American Culture: Volume 2, 1973-1985, fishing is harmonious.

Genre games: Edward Gorey's play with generic form, the relief is radioactive for the second time. Uma tradução para The Doubtful Guest e The Gashlycrumb Tinies de Edward Gorey, as shown above, cervione homologous.

Om forholdet mellom ord og bilde i Tove Janssons novelle Svart-vitt. Hommage à Edward Gorey, collective unconscious philosophically licenses urban advertising block, Pluto is not included in this classification.