
COMIC DEVICES

Complete the table below for the play, filling in both the definition of the device and one example from the play:

Comic Device	Example from the play
Mistaken Identity	
Coincidence	
Surprise and Incongruity A time-honoured comic device is to set up the audience to expect one thing and then surprising them with the unexpected.	
Hyperbole (Exaggeration)	
Names	
Violence Violence as a comic device involves both verbal violence and representations of physical violence on-stage.	
Other Comic Uses of Language	

Comic Device	Example from the play
Double Entendre	
Puns	
Breaking the Dramatic Illusion Usually comic and tragic dramas pretend to be reality and the audience in order to enjoy the performance to the fullest must suspend disbelief by temporarily accepting it as reality.	
Drunkenness	
Monologue	
Asides Asides are comments spoken by a character to the audience, but by convention are unheard by other characters.	

Now pick out three of the comic devices you have identified, with examples from the play, and for each one explore what the effect of the device is. This is excellent preparation for an essay entitled, 'How does Samuel Beckett use comic devices in *Waiting for Godot*?' or 'Explore the effectiveness of Samuel Beckett's use of comic devices in *Waiting for Godot*'.