THE ROLE OF SETTING in W.SHAKESPEARE'S PLAYS

The research is dedicated to **the 400**th anniversary of W. Shakespeare's death.



The topic: the role of setting in W. Shakespeare's plays.

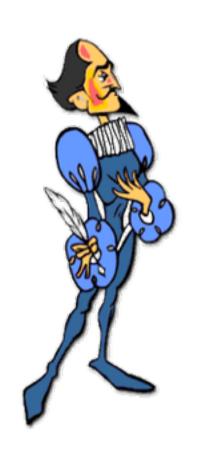
The problem: was there any rationale for Shakespeare to use such a variety of countries and cities, or was it "just because"?

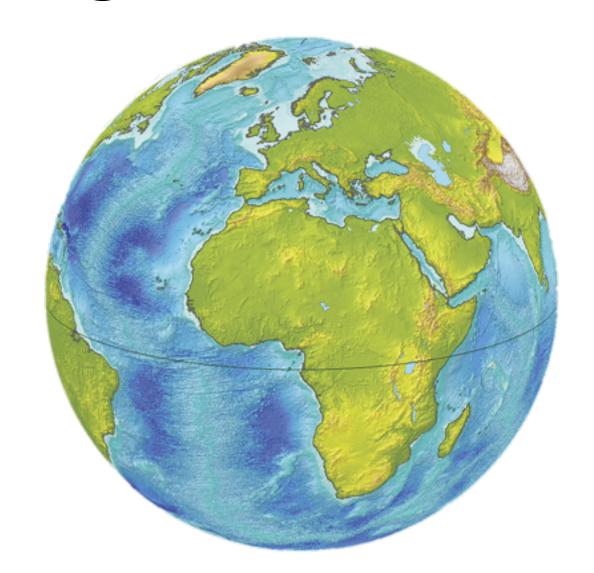
The hypothesis:



Shakespeare used to choose countries and cities for his plays' actions according to the characters' mentality and to reveal the character.

Setting.

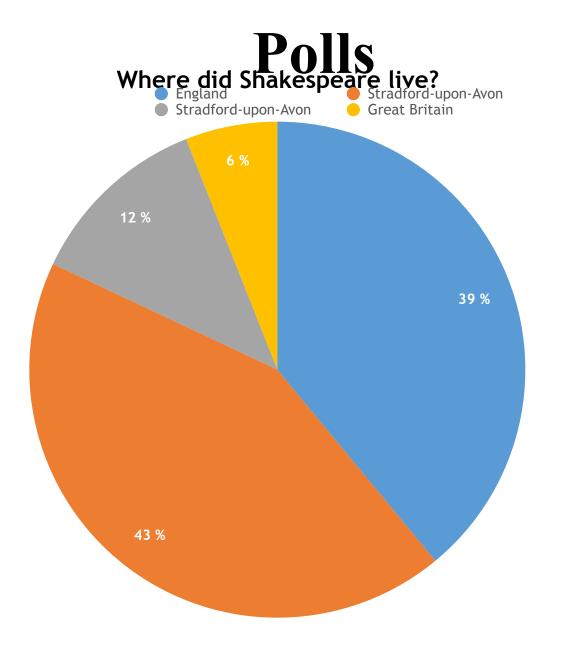




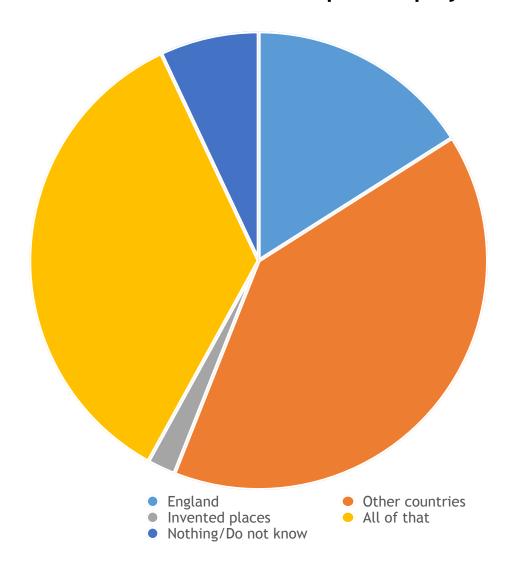
Shakespeare's Settings.

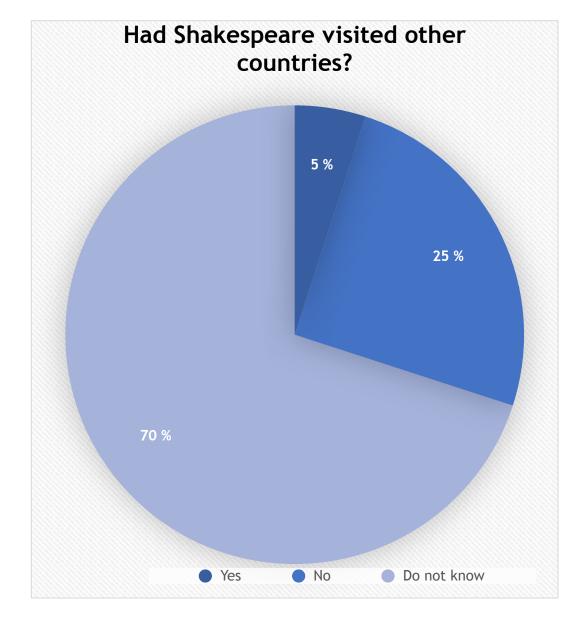


COUNTRIES	PLACES
UK	ISouthwark, Towton, Leicester, Flint Castle, Eastcheap, Westminster Abbey, Arden forest, Windsor, Dover, Cawdor, Milford Haven, Hampton Court Palace [12]
Italy	Padua, Rome, Verona, Milan, Venice, Messina, Antium [7]
Greece & Turkey	Ephesus, Athens (and a nearby wood, oh god), Philippi, Troy [5]
France & Spain	Rouen, Navarre, Angers, Agincourt, Roussillon [5]
Elsewhere around the Mediterranean	Istria, Cyprus, Alexandria, Tyreand a mystery island [5]
Elsewhere around Europe	Elsinore, Vienna, Czech Republic [3]

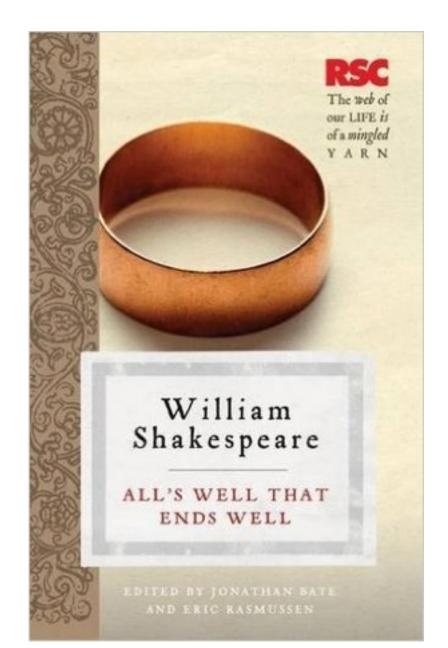


Places of action in Shakespeare's plays.

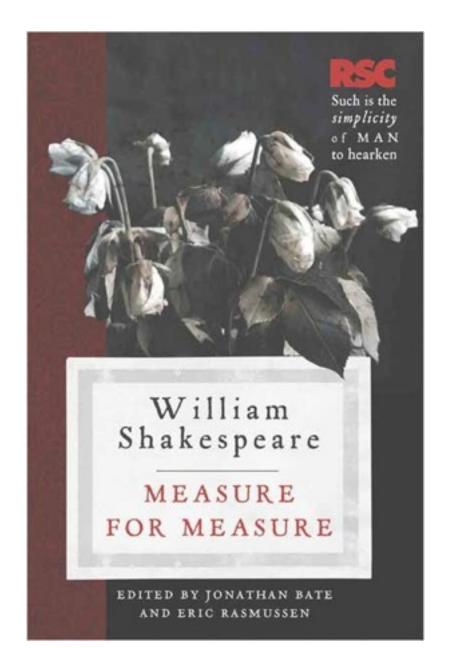




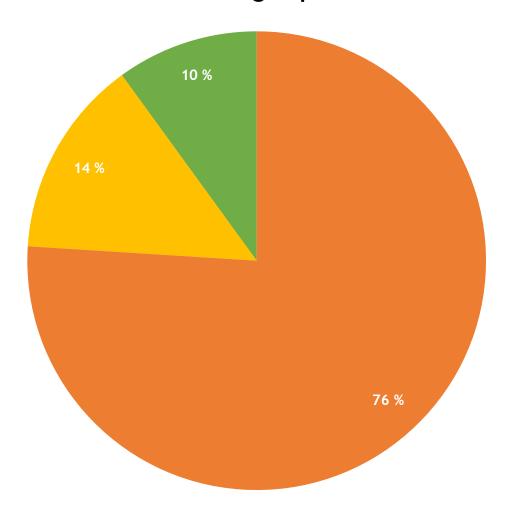
"All is well that ends well"



"Measure for measure"



Is the setting important? ot know



Geography?

NO

Human mentality and character? YES



EITHER YOU HAVE IT, OR YOU DON'T.

Thank you!

William Shakespeare IN STATISTICS

BORN AND DIED ON APRIL 23RD

LIVED UNTIL 52

INTRODUCED ALMOST 3,000 WORDS TO THE ENGLISH LANGUAGE, AND USED OVER 7,000 WORDS ONLY ONCE IN OF HIS PLAYS

HE WROTE CLOSE TO 1/10
OF THE MOST QUOTED
LINES EVER WRITTEN OR
SPOKEN IN ENGLISH, AND
IS THE 2ND MOST QUOTED
WRITER IN THE ENGLISH
LANGUAGE.

HAD 7 SIBLINGS & 3 CHILDREN

THERE ARE MORE
THAN 80
VARIATIONS
RECORDED FOR THE
SPELLING OF HIS
NAME

UP OF A TOTAL OF 884,429 WORDS

HE WROTE 37 PLAYS AND 154 WORKS THAT WE KNOW OF.

WANT YOUR OWN PERSONAL INFOGRAPHIC? GO TO WWW.RIOKAELANI.COM OR EMAIL KAELANI@ATRAVELBROAD.COM