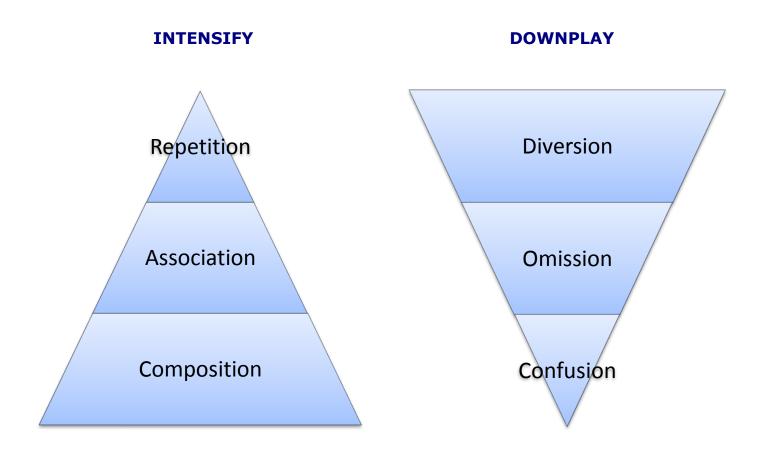
# Rank's Intensify/Downplay schema

Hugh Rank has described a very simple model of persuasion where he describes the two basic (and opposite) patterns of intensification and downplay that are common to many persuasive situations.

Adapted from: Rank, H. (1976). *Teaching about Public Persuasion*, In Daniel Dietrich (ed.), *Teaching about Doublespeak*, Illinois: National Council of Teachers of English

http://changingminds.org/techniques/general/overall/rank\_schema.htm



# **Intensify**

## What is it? How does it work? Repetition The persuader/ Repeating a word or visual pattern so that it will author tries to be remembered and/ or accepted. increase the This leads the text reader/ viewer/ audience to believe that something is true or important. significance of Look for/ Listen for: elements of the repeated words, sounds, visual elements, message so that patterns (through either direct repetition the reader/ or repetition of similar words, sounds, viewer/ audience visual elements, patterns) will take the **Association** Linking or connecting information in a text to message more something or someone that is desirable or seriously or see it something that is feared. This can be done through words, visuals, or as more auditory details. important. The connection may be directly stated or implied. Look for/ Listen for: ideas, words, visuals that are may be symbolic of abstract ideas e.g. a maple leaf to represent patriotism, ticking clock to represent passage of time or urgency use of allusions/ references to people, events, media, pop culture, etc. with which the audience may be familiar appeals to emotions instead of logic Composition Organizing or constructing a message in order to have a specific impact. The message (what is desired) may be directly stated or implied or its opposite may be stated or implied. Look for/ Listen for: • Notice where words, visual elements, and ideas are placed in a message/ text. Things that are at the beginning of text or paragraphs and things that are at the end tend to be the ones that are emphasized for readers or viewers. Note how much space or text the words, visual elements, and ideas take up.

# **Downplay**

#### What is it?

The persuader/ author tries to decrease attention on details or ideas so that the reader/ viewer/ audience see specific information as unimportant or not worth consideration.

### How does it work?

#### **Diversion**

Distracting the reader, viewer, listener away from information which may be a required part of the message. This may be accomplished by reducing the audience's attention to a part of the overall message. E.g. an expiry date on a carton of juice

## Look for/ Listen for:

- Small or hidden text or visual element or warnings at the end or embedded in a verbal message
- Think about how the message would be different if elements were moved, reduced, or expanded.

#### **Omission**

Saying nothing about the things that go against a message or claim.

### Look for/ Listen for:

- Consider what is missing from the text or message?
- Consider points of view or interests that are not considered or make up a small percentage of the overall message.

#### **Confusion**

Creating uncertainty or misunderstanding around information the audience members may already believe or know.

The message (what is desired) may be directly stated or implied or its opposite may be stated or implied.

#### Look for/ Listen for:

- Use of complex or obscure data
- Words or visuals which ask questions or create uncertainty in audience