RHETORICAL

- the art of persuasion
- communication for a specific purpose

DEVICES

- tactics or tools that are used



RHETORICAL DEVICES

 used to persuade in all of the various types of communication (e.g. casual conversations, speeches, essays, advertising, branding, etc.)



RHETORICAL DEVICES #1 - ETHOS



ETHOS

Ethos or ethical appeal means to convince an audience of the <u>credibility or character</u> of the author, speaker, company, etc.





ETHOS - General

 Ethos is the Greek word for "character", and the word "ethic" is derived from ethos.

- Ethos can be developed by:
 - Being fair/unbiased or knowledgeable
 - Stating accomplishments/endorsements
 - Finding expert or reputable support
 - Emphasizing concern or values/morals



ETHOS - General

• Ethos is measured by:

Trustworthiness (perceived by audience)

- Similarity (to the audience)
- Authority (relative to the audience)
- Expertise/Reputation (relative to topic)



ETHOS - Trustworthiness

- An audience is more likely to be persuaded by someone who they can trust.
- Trustworthiness is enhanced if the audience believes someone has strong moral character - someone who is honest, ethical, generous, and/or benevolent, or someone who is a member of a group with which these qualities are often associated (i.e. pastor, firefighter, etc.).



ETHOS - Similarity

- An audience is more receptive to listening to or being persuaded by someone with whom they can identify.
- Shared characteristics could include:
 - Age, Gender
 - Race, Culture
 - Socio-economic status
 - Citizenship
 - Career or Affiliation
 - Personality





ETHOS - Authority

• The greater a person's authority, formal (e.g. an elected official) or moral (e.g. Gandi), the more likely an audience is persuaded.



- Organizational CEO, manager
- Political prime minister, leader
- Religious priest, nun
- Educational principal, professor
- Elder anyone older



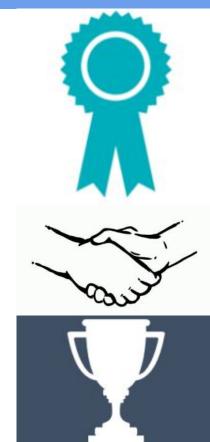


ETHOS - Expertise/Reputation

- Expertise is what is known about the topic.
- Reputation is what the audience knows about what is known about the topic.
- Reputation could be determined by:
 - Experience in the field
 - Proximity to the topic or concept
 - Production in the field
 - Demonstrated skill(s)
 - Achievements/Awards
 - Recognition from others in the field



- TOMS one-for-one model
- telling a younger sibling what to do
- teacher speaking to students
- athletes/celebrities endorsements
- similar people group with those like them
- do what your role model does
- politicians establishing credibility or pointing out opponents lack of credibility
- trusting our doctors or medical providers
- peer-to-peer communication (Suicide Prev.)



- Cross-branding brands establishing trust
- Influencers, athletes, celebrities used to endorse specific products or brands
- Companies using awards won to prove that they are reputable (car brands)
- Models used to represent their audience
- Politicians showing credibility or the lack thereof
- Parents telling you to do something cause they're older - and collaborations



- Reading books by authors who are similar
- Athletes/celebrities used for endorsements
- Transparent companies
- Telling younger siblings what to do
- Political figures using credibility to establish support
- Job interviews using resumes and past experiences
- Models used to reflect audience (similarity)
- TOMS One-for-One model



- Bonding/trusting with similar races and/or background
- Merit, award-winning companies/products
- Politicians are trusted by people with similar values or stances
- Companies will use happy customers
- Celebrity endorsements or spokespeople
- Using your own chores to earn an incentive
- Well-respected business people
- TOMS one-for-one model

