

What's in a Name?

by Lorna & Larry Collins

- Naming places
- Naming your characters
- Naming your book

Why do names matter?

- Place names can tell you something about their location and the nature of their surroundings
- Character names can give a clue to their backgrounds and personalities
- Book names should intrigue and inform your readers

Naming Places

- Place names must match the era
- Place names must match the location
- Place names should tell the reader something about that place in relation to the world/setting in which it resides

Place Name Ideas

- Literal or Ironic
- Real or fictitious
- Ancient or modern
- Consistent with the language of the place
- Be creative – only if consistent with the world or location

Populations of Places

- Consistent with time periods
- Consistent with location
- Consistent within themselves
- Creatures must meet readers' expectations
- Populations must react in a realistic manner with their environment

Characters

- McGuffins
- Creatures, location, inanimate objects considered as characters if they influence the story
- Names must be consistent with their time, location, nature, ethnic and religious background



Where do you get ideas?

- High school yearbook
- Friends
- Family
- Phone book
- Overhearing other names
- Combine them differently
- Don't use similar names in the same story
- Mythology



Book Titles

- Pique interest
- No more than four words
- One is preferred
- Alliteration
- Ironic
- Pose a question



Ideas

- Literary or biblical references
- Multi-meaning words/phrases
- Name of a character or object
- Key phrase in the book
- Familiar lines - poem



What's in a Name?

- Choose well, they'll be around for a long time
- Pick names you can pronounce
- You will be identified with them, so make sure you like them
- Once the names are chosen, get on with the writing!