# Module specification

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| Module code | ARD560 |
|---|---|
| Module title | Design Project: Comics |
| Level | 5 |
| Credit value | 40 |
| Faculty | FAST |
| HECoS Code | 100048 - Design |
| Cost Code | GDAC |

## Programmes in which module to be offered

| Programme title | Is the module core or option for this programme |
|---|---|
| BA (Hons) Comics | Core |

## Pre-requisites

N/A

## Breakdown of module hours

| | |
|---|---|
| Learning and teaching hours | 20hrs |
| Placement tutor support | 0 hrs |
| Supervised learning e.g., practical classes, workshops | 40 hrs |
| Project supervision (level 6 projects and dissertation modules only) | 0 hrs |
| **Total active learning and teaching hours** | 60 hrs |
| Placement / work-based learning | 0 hrs |
| Guided independent study | 340 hrs |
| **Module duration (total hours)** | 400 hrs |

| For office use only | |
|---|---|
| Initial approval date | 16/05/2022 |
| With effect from date | September 2023 |
| Date and details of revision | |
| Version number | 1 |

## Module aims

This module aims to provide students with the opportunity to review prior knowledge and theories within their specialism and build upon this further. The module aims to develop and enhance technical and practical skills through application and practice.

The module is an opportunity for students to recognise areas within comics they may choose to specialise in at level 6. The module will enhance skills and bridge any gaps in knowledge to progress further into their specialist area at level 6.

The module will also:

- Focus on techniques used in comic creation such as scripting, planning, and narrative theories to apply in the production of a comic.
- Develop technical design, pre-production and production expertise and techniques in relation to the subject matter being explored.
- Enable students to demonstrate knowledge of the theories and techniques in relation to the creation of a finished comic.
- Encourage the production of original stories using the relevant theories in narrative and visual storytelling.

## Module Learning Outcomes - at the end of this module, students will be able to:

| 1 | Provide evidence of planning and visual research for a set project output. |
|---|---|
| 2 | Demonstrate and document the ability to adapt, refine and edit stories for a specific target audience. |
| 3 | Demonstrate a technical ability in the production of sequential art and visual storytelling. |
| 4 | Produce a completed comic project output. |
| 5 | Reflect and analyse upon processes and conclusions with reference to established theory and practice. |

## Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

Students will produce coursework responding to briefs and tasks set that demonstrate their ability to identify, develop and exhibit their ability in the writing, design, and production of comics. Students will be expected to synthesise their illustrative style, creative writing skills,

design fundamentals and their visual storytelling skills to create comic art. Students will submit a PDF document that contains (but not limited to) the full design process, final project outcomes and reflections throughout. This will or could include:

- Mind Maps/Idea generation.
- Research – Primary and Secondary source.
- Mood Boards and Mood Boards conclusions.
- Thumbnail Sketches, Silhouettes, maquettes, etc.
- Refinement, problem solving, (testing, if required).
- Documentation of the project outcome.
- Conclusion/Reflection.

| Assessment number | Learning Outcomes to be met | Type of assessment | Weighting (%) |
|---|---|---|---|
| 1 | 1,2,3,4,5 | Coursework | 100% |

## Derogations

None

## Learning and Teaching Strategies

The strategies that will be used for the delivery of this module are as follows:

- Didactic elements such as lectures will be delivered to equip the student with the relevant theories and technical skills early in the module.
- Students will develop skills in scripting, planning, and narrative sequencing to apply in the production of a comic.
- Assignments will encourage students to respond creatively in applying theories and skills.
- Technical demonstrations will enable students to acquire the technical skills needed to complete the assignments.
- Tutorial guidance, group critique and student seminars will underpin the student's skill development

In line with the active learning framework (ALF) this module will utilise the VLE to compliment the learning experience. Content will be available for students to access both synchronously and asynchronously and include a blended approach to delivery. This may include first- and third-party tutorials and videos, supporting files, online activities and any additional content that support their learning.

## Indicative Syllabus Outline

This module will be delivered over a twelve-week period with weekly taught sessions encouraging the student to work efficiently to deadlines.

- Idea generation (and problem solving) of a comic book story.
- Planning and design workflow, following the comic industry pipeline.
- Development and refinement of comic panels.
- Technical skill development of software related to the creation of a comic book.
- Exploring formats for comics.

- Critical reflection and evaluation.
- Coursework and portfolio presentation skills.

## Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

**Essential Reads**

Abel, J. and Madden, M. (2008), *Drawing words, writing pictures*. New York: First Second Books.

**Other indicative reading**

Chelsea, D. (1997), *Perspective! for comic book artists*. New York: Watson-Guptill Publications.

Eisner, W. (2008), *Comics and sequential art*. New York: W.W. Norton.

McCloud, S. (2006), *Making comics*. New York, NY: Harper.

McCloud, S. (1997), *Understanding comics*. New York: Harper Perennial.

Trottier, D. (2014), *The Screenwriter's Bible: a complete guide to writing, formatting, and selling your script.* 6th rev. ed. Los Angeles: Silman-James Press

## Employability skills – the Glyndŵr Graduate

Each module and programme are designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

**Core Attributes**
Engaged
Enterprising
Creative
Ethical

**Key Attitudes**
Commitment
Curiosity
Resilience
Confidence
Adaptability

**Practical Skillsets**
Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication