

Module Code:	ARD541
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Module Title:	Making Comics
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Level:	5	Credit Value:	20
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Cost Centre(s):	GADC	JACS3 code:	W220
		HECoS code:	100062

Faculty:	Arts, Science and Technology	Module Leader:	Dan Berry
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Scheduled learning and teaching hours	40 hrs
Guided independent study	160 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (hons) / MDes Comics	✓	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval: 01/05/2018
 With effect from: 01/09/2019
 Date and details of revision:

Version no: 1

 Version no:

Module Aims

- To enable students to develop skills in the creation of sequential art.
- To enable students to develop an individual creative process.
- To require professional standards in the presentation of their work.
- To encourage critical self-evaluation of the student's work.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

		Key Skills	
1	Demonstrate technical ability in the production of sequential art and visual storytelling.	KS1	KS6
		KS3	KS9
		KS4	
2	Demonstrate the ability to synthesise illustrative style with storytelling ability.	KS3	KS8
		KS4	KS9
		KS6	
3	Demonstrate the ability to critically self-evaluate their work.	KS1	KS9
		KS6	
		KS8	

Transferable skills and other attributes

- ability manage an independent workload
- contribute proactively to group critique
- Understanding the requirements of an audience
- note-taking; recording, referring and responding to information

Derogations

None.

Assessment:

Indicative Assessment Tasks:

Students will be required to produce coursework in response to set assignments that demonstrates the student's 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 to a professional standard.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Coursework	100%		

Learning and Teaching Strategies:

- Contextualising information for this module will be delivered as a keynote lecture/s.
- Workshops and technical demonstrations will introduce the student to practical and technical skills.
- Group critique and student seminars will enable the students to gain a greater appreciation of the breadth of approaches to the creation of comic art.
- Tutorial guidance will underpin of the conceptual development and understanding of the student.

Syllabus outline:

Students will be asked to adapt or create a narrative that will form the foundation of their coursework. They will be challenged to expand upon their ability to plan, pace, and depict stories.

Workshops and technical demonstrations will be offered in design and publishing software, layout, composition and perspective, typography, colour, character design, media and production techniques.

Students will be required to critically self-evaluate their work for the duration of this module.

Indicative Bibliography:
Essential reading
Eisner, W., 2008. <i>Comics And Sequential Art: principles and practices from the legendary cartoonist</i> . Rev. ed. ed. NewYork: W.W. Norton. McCloud, S., Travers, K. & Williams, J., 2006. <i>Making Comics: storytelling secrets of comics, manga and graphic novels</i> . 1st ed. ed. NewYork: Harper.
Other indicative reading
Abel, J. & Madden, M., 2008. <i>Drawing Words & Writing Pictures: making comics : manga, graphic novels, and beyond</i> . 1st ed. ed. NewYork: First Second. McCloud, S. & Lappan, R., 1994. <i>Understanding Comics: the invisible art</i> . NewYork: HarperPerennial. <i>Helpx.adobe.com. (2017). InDesign tutorials. [online] Available at: https://helpx.adobe.com/uk/indesign/tutorials.html [Accessed 25 Oct. 2017].</i> <i>Helpx.adobe.com. (2017). Photoshop CC tutorials. [online] Available at: https://helpx.adobe.com/uk/photoshop/tutorials.html [Accessed 25 Oct. 2017].</i>