MASTER SYLLABUS

ENGL/TCOM 314 – Digital Graphic Storytelling

CIP Code: 230101

Prepared By: Laini Kavaloski

SCHOOL OF BUSINESS AND LIBERAL ARTS
DEPARTMENT OF ENGLISH AND HUMANITIES
October 2020

A. **TITLE:** Digital Graphic Storytelling

B. **COURSE NUMBER:** ENGL/TCOM 314

C. **CREDIT HOURS:**
   3 Credit Hours
3 Lecture Hours: 3 per week

Course Length: 15 Weeks

D. WRITING INTENSIVE COURSE: Determined By Semester

E. COURSE LENGTH: 15 weeks

F. SEMESTER(S) OFFERED: Spring

G. HOURS OF LECTURE, LABORATORY, RECITATION, TUTORIAL, ACTIVITY:
3 lecture and workshop hours per week

H. CATALOG DESCRIPTION:
This course explores the graphic narrative through the digital medium. Students explore the literary, architectural, interactive, and design elements of graphic narratives by reading and engaging novels, memoirs, and narrative games written from the 1970s to the present. In order to create effective graphic narrative texts, students critique several germinal graphic works and then apply their knowledge of this visual medium to their own narratives. The class will design original graphic works in various software platforms (Google Earth, Comic Life, InDesign, Pixton, Comic Maker) using both literary and design frameworks. Units include: memoir, graphic medicine, digital/online comics, and interactive narrative games. Through close textual analysis, peer critique, and iterative thinking/practice, students learn to create digital projects that use image/text to tell stories and analyze literature. Projects may include: digital theory comix, graphic essays, graphic narrative maps in Google Earth, and video essays.
Course texts may include works by Alison Bechdel, Miriam Libicki, Scott McCloud, Nam Le, Chinese Room, The Fulbright Company, Simogo, and 11 Bit Studio.

PRE-REQUISITES/CO-REQUISITES:
   a. Pre-requisite(s): ENGL 101
   b. Co-requisite(s): none

I. STUDENT LEARNING OUTCOMES:

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>PSLO</th>
<th>GER</th>
<th>ISLO</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Argue for specific interpretations of stories in various media genres.</td>
<td>1</td>
<td>7</td>
<td>1 [W]</td>
</tr>
<tr>
<td>b.</td>
<td>Analyze the stylistic differences employed by the course authors and genres</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>c.</td>
<td>Evaluate historical and sociological events as they are reflected in and impact the development of graphic narratives.</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>d.</td>
<td>Design and create digital narratives in various software platforms for specific audiences.</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>e.</td>
<td>Develop and apply computer skills in visual design, interactive design, web research, and persuasive writing/designing</td>
<td>1</td>
<td>8</td>
</tr>
<tr>
<td>f.</td>
<td>Understand and apply industry-specific terminology and design frameworks</td>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

**KEY**

<table>
<thead>
<tr>
<th>ISLO #</th>
<th>Institutional Student Learning Outcomes [ISLO 1–5]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Communication Skills</td>
</tr>
<tr>
<td></td>
<td>Oral [O], Written [W]</td>
</tr>
<tr>
<td>2</td>
<td>Critical Thinking</td>
</tr>
<tr>
<td></td>
<td>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</td>
</tr>
<tr>
<td>3</td>
<td>Foundational Skills</td>
</tr>
<tr>
<td></td>
<td>Information Management [IM], Quantitative Lit./Reasoning [QTR]</td>
</tr>
<tr>
<td>4</td>
<td>Social Responsibility</td>
</tr>
<tr>
<td></td>
<td>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</td>
</tr>
<tr>
<td>5</td>
<td>Industry, Professional, Discipline Specific Knowledge and Skills</td>
</tr>
</tbody>
</table>

**J.** **APPLIED LEARNING COMPONENT:** Yes _X_ No _____

X CLSR

**K.** **TEXTS:**


Porcellino, John. *Hospital Suite.* Drawn and Quarterly.


L. REFERENCES:


M. **EQUIPMENT:** Technology-enhanced classroom with desktop computers or laptops (preferred)

N. **GRADING METHOD:** A-F

O. **MEASUREMENT CRITERIA/METHODS**

   - Analysis papers
   - Formal illustrated project proposals
   - Video demonstrations
   - Critical design team project
   - Original digital graphic narrative
   - Class Participation

P. **DETAILED COURSE OUTLINE:** The genres covered depend on the time period and authors selected for an individual semester.

   I. Graphic narrative: form, time, technique, and devices
      - A. Foundational elements of comic form
      - B. Spatial narratives
      - C. The use of time and chronology in visual narratives
      - D. Artistic devices: overlay, rogue images, bleeds, style
      - E. The impact of new technologies on graphic text
   
   II. Memoir in graphic form
      - A. Cities, urban decay, war
      - B. Intersectionality (Crenshaw) in the visual medium
      - C. Traumatic representation in graphic narrative
   
   III. Graphic Medicine
      - A. History of narrative and graphic medicine
      - B. Graphic medicine narratives
      - C. Online graphic medicine narratives
   
   IV. Playable Digital Narratives and Interactive Comix
      - A. Introduction to Interactive Narratives
      - B. Interactive elements and design features
      - C. Software platforms for interactive comics

Q. **LABORATORY OUTLINE:** None.