

## Module specification

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Module code	ARD630
Module title	Specialist Project: Comics
Level	6
Credit value	40
Faculty	FAST
Module Leader	Adele Phillips
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	8 hrs
Placement tutor support	0 hrs
Supervised learning e.g., practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	40 hrs
<b>Total active learning and teaching hours</b>	<b>48 hrs</b>
Placement / work-based learning	0 hrs
Guided independent study	352 hrs
<b>Module duration (total hours)</b>	<b>400 hrs</b>

<b>For office use only</b>	
Initial approval date	16/05/2022
With effect from date	September 2024
Date and details of revision	
Version number	1

## Module aims

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

The module is also an opportunity for students to specialise in an area of comics based on their chosen career path enhancing skills, bridging any gaps in knowledge, and creating a portfolio ready comic that will aide in securing employment.

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 to use in a portfolio or sell at a comic convention or on an online store.
- Advance technical design, pre-production and production expertise and techniques in relation to the specialist area being explored.
- Enable the students to exhibit advanced knowledge of the theories and techniques in relation to the creation of a finished comic.
- Produce industry standard communicative elements with informative purposes within sequential art.

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

1	Demonstrate autonomous time management and professional planning within the comics industry.
2	Apply advanced knowledge of theories, techniques, technical and production skills utilised in the development of a comic.
3	Compose a series of improved versions of work motivated by critical self-reflection identifying refinement.
4	Produce a portfolio ready comic.
5	Demonstrate the ability to critically self-evaluate with contextual reference to established theory, practice, and industry positioning.

## 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 that demonstrates their ability to identify, develop and apply techniques and theories in the production of comics, whilst being aware of their time keeping and working to deadlines. Students will need to document their progress through the module providing annotations of critical reflections. 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 a blend of weekly taught sessions and supervisory meetings encouraging the students to work efficiently to deadlines. The following topics will also be covered:

- Idea generation and problem solving.
- Planning and design workflow.
- Development and refinement.

- Technical skill development.
- Preparing work for publication.
- Critical reflection and evaluation.
- Coursework and portfolio presentation skills.

## **Indicative Bibliography:**

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

### **Essential Reads**

Abel, J. and Madden, M. (2012), *Mastering comics*. New York: First Second.

### **Other indicative reading**

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

Wolk, D. (2008), *Reading comics*. Cambridge, Mass.: Da Capo.

## **Employability skills – the Glyndŵr Graduate**

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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