Module Code:	HUM645

Module Title:	The Graphic Novel

Level:	6	Credit Value:	20

Cost Centre(s):	GAHN	JACS3 code:	Q323

Faculty:	Arts, Science And Technology	Module Leader:	Dr D Baker

Scheduled learning and teaching hours	24 hrs
Guided independent study	176 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) Creative Writing	✓	☐
BA (Hons) Creative Writing and English	☐	✓
BA (Hons) Social and Cultural History and Creative Writing	☐	✓

Pre-requisites
none

Module Aims
To explore some developments in the graphic novel. Facilitate a critical awareness of the formal and generic conventions of the graphic novel as both a visual and literary medium. Develop the student's understanding of the cultural and historical contexts in which key texts were produced. Inform the production of original pieces of text based on existing models and practices.

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	
1	Interpret and critically analyse a range of graphic novels published between 1980s and the present day.	KS1	KS5
		KS3	KS6
		KS4	KS9
2	Evaluate a range of theoretical approaches to graphic novels, both in terms of their literary and visual qualities.	KS1	KS5
		KS3	KS6
		KS4	
3	Critically analyse and articulate the interrelationship of cultural trends and political discourses in graphic novels.	KS1	KS6
		KS3	
		KS5	
4	Interpret and evaluate the boundaries between art and popular culture in the context of the 20th and 21st centuries.	KS1	KS6
		KS3	
		KS5	

Transferable skills and other attributes
Communication skills enabled by group discussion and presentation of material to others. Management of time and resources leading to production of work. Development of analytical skills through analysis and production of texts. Creative thinking and problem solving through planning and completing written work. Writing skills developed through research and writing of assignments.

Derogations
none

Assessment:
Indicative Assessment Tasks:
.One portfolio comprising an analytical essay (1500 words) requiring the student to discuss a specific text from those studied and respond to questions designed to demonstrate understanding of ideas and issues covered and a sample of creative writing/ storyboard/ thumbnails demonstrating understanding of the genre (2000 words/6 pages) and a critical commentary (500).

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,2,3,4	Portfolio	100		4000

Learning and Teaching Strategies:
Lectures on aspects of the graphic novel's form and themes and its cultural context. Seminars to discuss key texts and concepts. Workshops in which students will share their writing experience and obtain tutor feedback. Guided independent study to inform portfolio content.

Syllabus outline:
Bechdel, A. Fun Home: A Family Tragicomic. (Jonathan Cape, 2006) Evans, K. and Buhler, P. Red Rosa. (Verso, 2015) Moore, A. & Gibbons, D. The Watchmen. (DC Comics, 1996) Satrapi, M. Persepolis. (Vintage, 2008) Talbot, M and Talbot, B The Dotter of Her Father's Eyes (Cape, 2012)

Indicative Bibliography:
Essential reading
The set texts. Cixous, H. Poetry in Painting: Writings on Contemporary Arts and Aesthetics (Edinburgh University Press, 2012) Eisner, W. Comics and Sequential Art, (Norton, 2008), McCloud, S. Understanding Comics: The Invisible Art. (HarperPerennial, 2001) Paul Gravett., Graphic Novels, Stories to Change your Life (Aurum Press, 2005)
Other indicative reading
Delany, S. R. Shorter Views: Queer Thoughts & the Politics of the Paraliterary. (Wesleyan University Press, 1999) Wolk, T. Reading Comics: How Graphic Novels Work and What they Mean. (Da Capo, 2007)