Multimedia English Education, Fall 2008 Instructor: Gord Sellar

Course Overview:
This course will give students a chance to participate in the group production of a creative work, namely, a graphic novel in English. They will examine models for layout and scripting, and collaborate in conceiving, planning, outlining, drafting, drawing, and uploading of the final project to the internet.

Course Objectives:
1. Students will develop their skills in producing a single polished product as the result of a collaborative process of group work.
2. Students will work on skills often considered peripheral to -- but actually central to -- academic success, such as planning, outlining, coordinating, and articulating a vision for a shared project.
3. Students will perform research in order to improve the quality of their final product.
4. Students will consider an audience radically different from themselves, and thus consider how to articulate their ideas, concerns, and beliefs to that audience.
5. Students will produce a graphic novel which will be uploaded to the Internet for a worldwide audience, and may be submitted for publication at some point in the future.

Teaching method:
Classes will involve analysis of excerpts from graphic novels, discussions of audience and narrative structure, planning and coordination sessions, feedback, script-writing and editing, and a great deal of group work. Your participation and contribution to group work -- inside and outside of class -- will be a significant part of your grade; in order to ensure that your contributions outside of class are considered, peer-evaluation will be a part of assessment.

Homework

Homework for this class falls under several different categories.
- Class participation in critical discussion as part of the decision-making process for the project.
- Drafting and editing an outline and scripts for the graphic novel.
- Creating, writing, drafting, and drawing a graphic novel.
- Preparing the graphic novel contents for online viewing.
- Writing and speaking critically of the process after it is completed.

Textbook
A readings package of excerpts from graphic novels, and a comic book script, will be available at the beginning of semester. The contents of that package are TBA. In addition, students will read parts of *Shake Girl*, a graphic novel available online here:
http://www.stanford.edu/group/cwstudents/shakegirl/

Should you wish to explore other graphic novels not discussed in this course, please feel free to ask me for recommendations. I will be very happy to help you find materials which are suited to your needs and worth exploring.

Assessment
As you can see below, this course has no examinations.
Class Participation & Progress Reports – 15%
Group Contribution – 50%
Homework –10%
Midterm Project Report – 10%
Final Project Report – 10%
Department Events Attendance: 5%

However, a 0% in any of the above marks will result in an incomplete grade. Students must at least attempt all homework assignments in order to complete the course.

My contact information:
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Course Outline:

The following is extremely tentative and subject to change at any time, but it should give you an idea of what's planned.

Week 1: Introductions, Paperwork, etc.
Week 2: Examples & Discussion
Week 3: Examples, Planning & Discussion: Plot, Focus, Character Concept
Week 4: Script Work & Editing
Week 5: Script Work & Editing,
Week 6: Storyboarding & Cover Art
Week 7: Script Work & Art
Week 8: Midterm Week -- report & portfolio due
Week 9: Script Work & Art
Week 10: Script Work & Art
Week 11: Art Work & Revision
Week 12: Art Work & Revision
Week 13: Art Work & Revision
Week 14: Scanning & Uploading Graphic Novel
Week 15: Wrap-up, Final essays Due
Week 16: Exam Week (No Exam)

References for this course:

TBA