

Creating Comics Workshop Project

Your larger project in creating comics, developed in collaboration with your peers through two in-class workshops, builds on the short nonfiction comic you produced in the previous class, expanding on your analysis of a historical or social phenomenon, explanation of a scientific idea, or interpretation of a literary work or cultural phenomenon. Add depth and breadth to your initial exercise, using a range of sources where necessary. There will be three project checkpoints throughout the week:

- 1. Script workshop.** Focusing on the textual elements of your comic, write an advanced script for the project as you envision it. What story do you want to tell? What sources will contribute information necessary for telling this story? Although you don't need to compose the architecture of frames and images at this stage, try to have a basic idea of major divisions and movements of the comic. In class, you will share your script with a group of your peers working in similar genres or with similar materials. Using targeted questions, I will provide, consider the groups observations and suggestions and you move in to the next phase of your project, when you will integrate your script with images.
- 2. Comics workshop.** With feedback from the script workshop in hand, add a sequence of images to your project, structuring it the whole project with an eye for the overall effect of the architecture of icons, frames, gutters, text boxes, and speech bubbles. What techniques from previous readings and exercises will work best, with respect to the content and purpose of your work? The final draft of your comic should be at least 10 pages, though you may need more to represent your content effectively.
- 3. Presentation and discussion.** Following our second workshop, make necessary conceptual and technical adjustments to the script and visual layout of your comic. In our last class in the module, as time allows, you will present your work to the class. Provide a summary of your goals, demonstrate some of the features of your comic inspired by readings or exercises from the module, and offer a short, reflective discussion of the creative decisions and obstacles that contributed to your work.

In my assessment of your project, I will consider your progress at all three checkpoints, as well as the quality of the finished product. We will discuss the different possibilities for the project throughout the module. I also encourage you to meet with me individually at any stage of your work and more than once, if you wish. I can suggest approaches and sources, make informal critiques in advance of the workshops, formal assessment, and help you troubleshoot any technical difficulties.