THE GLASGOW SCHOOL:℗ ART	**Course Specification**

Course Code:	**Session**
PELC207	2017/18

1. Course Title:
Comic Books

2. Date of production / revision:
01 September 2011

3. Level:
SCQF 11

4. Credits:
15

5. Lead School/Board of Studies:
Graduate School

6. Course Contact:
Glyn Davis

7. Course Aims:
This course aims to: - provide a historical overview of the field of comics, especially in the UK and US;   - interrogate the cultural worth of comic books;   - explore the uses of narrative structure within comic books, and the ideological ramifications of specific texts;   - examine the intersection between the field of comics and other areas of cultural production, from fine art to television;   - compare and contrast American comics with those from European and East Asian countries.

8. Intended Learning Outcomes of Course:

By the end of this course students will be able to:
- Outline the development of comic books as a unique medium, identifying especially important historical moments;
- Discuss the cultural position of comic books, and their relationship to other forms of cultural production, including illustration, animation and fine art;
- Assess the structure of comic book narratives, and the ideological implications of specific texts;
- Critically reflect on international variations in comic book cultures.

9. Indicative Content:

This course may explore some of the following topics:
- Defining the medium
- Comics and narrative form
- Comic books, Pop art, and cultural hierarchies
- Fanzines, comix, and 'underground' publishing
- Superheroes: vigilantism, 'heroism' and nationality
- The 'graphic novel' boom
- The European perspective
- Japanese comics: manga
- From comics to screen: TV and film adaptations

10. Description of Summative Assessment:

Attendance at seminars, workshops and group sessions will be mandatory. In addition to this, students will be required to submit:

- either an essay of 2500 words, on a relevant topic negotiated with the course tutor;
- or a practical submission (portfolio, illustrated text, comic book, painting, etc) that addresses or relates to material explored throughout the course. This must be accompanied by a 500 word positioning statement.

10.1 Please describe the Summative Assessment arrangements:

Students on this course will be assessed on their ability to:

- demonstrate a critical knowledge of the history of comic books as a unique medium;
- interrogate the cultural position of comic books, including their relationship to specific areas of cultural production such as illustration, film, and fine art;
- identify and reflect on the social, cultural and political implications of specific comic book narratives;
- analyse the differences between, and distinctive features of, comic books from a range of countries and cultures;
- respond intelligently and creatively to particular themes, examples and concerns explored during the course.

11. Formative Assessment:
None
11.1 Please describe the Formative Assessment arrangements:
3T

12. Collaborative:	
Yes ☐	**No** ☒
12.1 Teaching Institutions:	
3T	

13. Requirements of Entry:
None

14. Co-requisites:
None

15. Associated Programmes:
This is a cross-GSA elective, open to all PGT students.

16. When Taught:
Stage 2

17. Timetable:
Friday afternoons, 2pm-4pm

18. Available to Visiting Students:	
Yes ☐	**No** ☐

19. Distance Learning:	
Yes ☐	**No** ☒

20. Placement:	
Yes ☐	**No** ☒

21. Learning and Teaching Methods:

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture		
Studio		
Seminar/Presentation	8	8
Tutorial	1	1
Workshop	8	8
Laboratory work		
Project work		45
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	88
Other (please specify below)		
TOTAL	**17**	**150**

22. Description of "Other" Teaching and Learning Methods:

3T

23. Additional Relevant Information:

This course will provide a comprehensive critical introduction to the field of comic books. Comics continue to occupy a position fairly low down on the scale of cultural value. However, they are a distinctive medium, providing pleasure to huge audiences, and with close ties to the fields of graphic design, illustration, animation and fine art. In addition, a range of recent works – from Maus to Jimmy Corrigan – have been highly acclaimed by critics, and comic books continue to provide inspirational source material for successful television series and movies.

24. Indicative Bibliography:

A full bibliography will be issued at the beginning of the course, as part of the course handbook.