Module Descriptor

Title	Illustration For Comic Art And Graphic Novels		
Session	2026/27	**Status**	
Code	GRAM09005	**SCQF Level**	SCQF 9
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business & Creative Industries**		
Module Co-ordinator	Trent Kim		

Summary of Module

This is a practice-based module that gives the student the opportunity to develop studio skills and explore and apply illustration techniques. It is structure to support students in the practical exploration of contemporary idioms, styles and platforms for the application of illustration across a broad range of media.

Through consultation with lecturers students will plan, manage, and produce a body of illustrated works using drawing and typography, analogue and digital techniques. In doing so, they will understand the relevance of creating unique imagery and visual narratives in context with their other strands of study, as well as contemporary print and digital media.

Students will also research and identify how aspects of the creative process evolve, including influences, aesthetics and logistic demands, such as working collaboratively, with writers/scripts and print production. Final artefact/s will be produced to a standard expected for publication and dissemination through print and/or digital modes.

Module Delivery Method	**On-Campus[1]**	**Hybrid[2]**	**Online[3]**	**Work -Based Learning[4]**
	☒	☐	☐	☐

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Campuses for Module Delivery	☒ Ayr ☐ Dumfries		☐ Lanarkshire ☐ London ☐ Paisley		☐ Online / Distance Learning ☐ Other (specify)	
Terms for Module Delivery	Term 1	☐	Term 2	☒	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate knowledge and understanding of contemporary practices and conventions in the field of illustration
L2	Demonstrate an advanced level of competence in illustration.
L3	Justify creative, technical and/or conceptual choices regarding your illustration project.
L4	Devise and effectively implement the planning and production of artwork based on research, experience, and expertise.
L5	Execute planning, sketches and final illustrated artefact.

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	SCQF 9 Demonstrate critical knowledge and understanding of historical and contemporary issues and trends in the field of comics and graphic novels
Practice: Applied Knowledge and Understanding	SCQF 9 Demonstrate an advanced level of competence in at least one digital illustration and design making technique.
Generic Cognitive skills	SCQF 9 Undertake analysis, evaluate and access reference material on genres, techniques and materials within the realm of Illustration for Graphic Novels.
Communication, ICT and Numeracy Skills	SCQF 9 Justify creative, technical and/ or conceptual choices to others.
Autonomy, Accountability and Working with Others	SCQF 9 Take responsibility for interacting professionally with colleagues and staff. Take responsibility for own and others' contributions to collaborative learning activities.

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching	
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Practice-based Learning	24
Independent Study	164
Choose an item.	
Choose an item.	
Choose an item.	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Eisner, W. (2008) Graphic storytelling and visual narrative : principles and practices from the legendary cartoonist ([New edition]) WW Norton & Co. Eisner, W. (2008) Comics and sequential art: principles and practices from the legendary cartoonist. WW Norton & Co. Salisbury, M. (2022) Drawing for illustration. Thames & Hudson Ltd.
(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements
In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous online learning activities, placement, work-based elements, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:** Students must attend scheduled classes, lab sessions and workshops as timetabled and laid out in the module handbook under the weekly schedule.

Designated tasks and contributions to modular and peer work may be required to be uploaded to Aula and will be regarded as evidence of engagement.

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Arts & Media**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☐ **Yes** ☒ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Arts and Media
Moderator	TBC
External Examiner	Nikki Kane
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio (100%): Students will produce a portfolio of artwork with annotations that document their research and learning journey. This will be submited in a PDF format digitally.
Assessment 2
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Portfolio	☒	☒	☒	☒	☒	100	36

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	When	Who
Rewording to incorporating some drawing focus — LO5 amended/reworded.	23 March 2026	Dr Aislinn White
Contact hours amended/corrected	23 March 2026	Dr Aislinn White