

## University of the West of Scotland

## Module Descriptor

Session: 2024/25

<b>Title of Module: Illustration for Comic Art and Graphic Novels</b>			
<b>Code: GRAM09005</b>	<b>SCQF Level: 9 (Scottish Credit and Qualifications Framework)</b>	<b>Credit Points: 20</b>	<b>ECTS: 10 (European Credit Transfer Scheme)</b>
<b>School:</b>	School of Business and Creative Industries		
<b>Module Co-ordinator:</b>	Chris Mackenzie		
<b>Summary of Module</b>			
<p>This is a practice-based module that gives the student the opportunity to explore and apply illustration content in the area of comics and graphic novels.</p> <p>Through consultation with lecturers, students will plan, manage, and produce a body of work using digital and conventional techniques to convey information or narrative. In doing so, they should understand the relevance of this work in context with their other strands of study and contemporary print and digital media.</p> <p>This module aims for the student to explore contemporary idioms, styles and platforms for the application of illustration for comics and graphic novels across a broad range of media, including public realm and social networking media, as well as conventional forms of communication media such as print, books and periodicals.</p> <p>Students will identify through research and sketchbook work how the creative design process will evolve, what influences, aesthetics and logistic demands, such as working with writers/scripts and print production are key to this process and how they have used their expertise and knowledge to apply this effectively. Final works should be produced to a standard expected for publication/dissemination through print, digital or other relevant environment for the display or use of this media.</p>			
<b>Module Delivery Method</b>			

Face-To-Face	Blended	Fully Online	Hybrid C	Hybrid 0	Work-Based Learning
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>See Guidance Note for details.</b>					

<b>Campus(es) for Module Delivery</b>						
The module will <b>normally</b> be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

<b>Term(s) for Module Delivery</b>					
(Provided viable student numbers permit).					
Term 1	<input type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>

<b>Learning Outcomes: (maximum of 5 statements)</b> These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module. At the end of this module the student will be able to:	
L1	Demonstrate knowledge and understanding of contemporary practices and conventions in the field of illustration for comic art and graphic novels.
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	L5. Execute sketches, portfolio and finished design or artwork to professional exhibition or publication standard to a specific deadline.
<b>Employability Skills and Personal Development Planning (PDP) Skills</b>	
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:

Knowledge and Understanding (K and U)	SCQF Level <b>9</b> 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 Level <b>9</b> Demonstrate an advanced level of competence in at least one digital illustration and design making technique.	
Generic Cognitive skills	SCQF Level <b>9</b> 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 Level <b>9</b> Justify creative, technical and/ or conceptual choices to others.	
Autonomy, Accountability and Working with others	SCQF Level <b>9</b> Take responsibility for interacting professionally with colleagues and staff.  Take responsibility for own and others' contributions to collaborative learning activities.	
<b>Pre-requisites:</b>	Before undertaking this module the student should have undertaken the following:	
	<b>Module Code:</b>	<b>Module Title:</b>
	<b>Other:</b>	
<b>Co-requisites</b>	<b>Module Code:</b>	<b>Module Title:</b>

\*Indicates that module descriptor is not published.

<b>Learning and Teaching</b>	
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.	
<b>Learning Activities</b> During completion of this module, the learning activities	<b>Student Learning Hours</b> (Normally totalling 200 hours):

undertaken to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Core Content Delivery	12
Supervised Studio/Lab work	24
Independent Study	164
	Hours Total 200

### **\*\*Indicative Resources: (eg. Core text, journals, internet access)**

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.

Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.

Resources should be listed in Right Harvard referencing style or agreed professional body deviation and in alphabetical order.

(\*\*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 regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, 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.

<b>Equality and Diversity</b>
<p>The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: <a href="#">UWS Equality, Diversity and Human Rights Code</a>.</p> <p>Please ensure any specific requirements are detailed in this section. Module Co-ordinators should consider the accessibility of their module for groups with protected characteristics..</p>
(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

<b>Divisional Programme Board</b>	Arts and Media
<b>Assessment Results (Pass/Fail)</b>	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
<b>School Assessment Board</b>	Arts and Media
<b>Moderator</b>	Dr Blane Savage
<b>External Examiner</b>	TBC
<b>Accreditation Details</b>	e.g. ACCA <a href="#">Click or tap here to enter text</a> .
<b>Changes/Version Number</b>	

<b>Assessment: (also refer to Assessment Outcomes Grids below)</b>
<p><b>Assessment 1</b> Portfolio (including Individual Sketchbooks) (100%): Each student is required to produce a portfolio of finished artwork and to document their research and learning journey in a sketchbook and submit it in a PDF format digitally. The minimum number of pages is 30.</p>
<p>(N.B. (i) <b>Assessment Outcomes Grids</b> 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 <b>indicative schedule</b> listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)</p>

**Assessment Outcome Grids (See Guidance Note)**

<b>Component 1</b>							
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Learning Outcome (5)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>
Practical/ Portfolio of Work	x	x	x	x	x	100	2.5
<b>Combined Total for All Components</b>						<b>100%</b>	<b>2.5 hours</b>

**Change Control:**

<b>What</b>	<b>When</b>	<b>Who</b>
Further guidance on aggregate regulation and application when completing template	16/01/2020	H McLean
Updated contact hours	14/09/21	H McLean
Updated Student Attendance and Engagement Procedure	19/10/2023	C Winter
Updated UWS Equality, Diversity and Human Rights Code	19/10/2023	C Winter
Guidance Note 23-24 provided	12/12/23	D Taylor
General housekeeping to text across sections.	12/12/23	D Taylor

**Version Number: 0.1 (2024-25)**