I. Description of Course:
   1. Department/Course: ENGL - 109
   2. Title: The Graphic Novel
   3. Cross Reference:
   4. Units: 3
      Lec Hrs: 3
      Lab Hrs: 
      Tot Hrs: 54.00
   5. Repeatability: No
   6. Grade Options: Letter Grade, May
      Petition for Pass/No Pass (GP)
   7. Degree/Applicability:
      Credit, Degree Applicable, Transferable
      - CSU (T)
   8. General Education: 
   9. Field Trips: Not Required
   10. Requisites: 
      Advisory
      Eligible for ENGL-101A

   12. Catalog Description:
      This course presents graphic novels and related literature genres by and about characters
      from various ethnic, cultural, socio-economic, historical, and geo-political backgrounds.
      These graphic novels will be analyzed with a focus on language, art, design, ideology,
      substance, and content in order to explore the genre of the graphic novel as an art form
      and literature form as well as to recognize the undercurrent of themes running through
      this form of literature. Studying the artists’ works and examining the historical, social,
      psychological, and cultural forces shaping the literary and artistic form of the graphic
      novel will allow students to become aware of this genre of literature as a unique
      contribution to the study of literature and art.

   13. Class Schedule Description:
      Introduction to the art, storytelling, character development, and themes of several
      graphic novels.

   14. Counselor Information:
      This course is CSU transferable, fully online, satisfies requirements for the English AA
      elective & Humanities GE elective as well as the cultural diversity GE requirement. This
      course may appeal to students interested in Art, History, & Ethnic Studies.

II. Student Learning Outcomes
   The student will:
   1. Conceptualize graphic novel narratives as an artistic, cultural, and social explorative
      process which creates complex meanings within the study of literature.
   2. Recognize social, psychological, cultural, historical, socio-economic, and geo-political
      themes in graphic novels while critically analyzing these themes in individual texts as
      well as within the genre.
   3. Produce analytical and critical responses and writings as well as produce a piece of
      creative graphic storytelling that exemplifies one or more of the themes or issues
      presented in the literature studied throughout the semester.
4. Demonstrate understanding of the principles of graphic novels and how the poetics and art differs from other media, such as prose-only literature, drawing/painting, and film.
5. Analyze representative works for style, themes, and audience, and compare and contrast these works to determine how the genre functions as a discipline.
6. Demonstrate understanding of basic terminology relating to the graphic novel form (gutters, panels, closure, iconography, etc.) and the artists’ creation of time, space, motion, emotion, mood, and characterization through art form.
7. Analyze how the graphic novel distinctly presents personal narrative and serious historical, social, and psychological content through its text and image arrangement.

III. Course Outline:
A. The evolution of the graphic novel in historical context
B. Definitions of the graphic novel (esp. in direct comparison with the comic book)
C. Terminology relating to the analysis of the graphic novel, including artistic terms, elements of literature, and graphic layout
D. Key figures shaping the genre, including Art Speigelman, Marjane Satrapi, and Gene Luen Yang.
E. Common themes within the genre, including psychological, historical, political, socio-economical, and intersections of race, class, and gender

IV. Course Assignments:
A. Reading Assignments
   1. Weekly readings from assigned novels and course textbook.
   2. Online lecture and discussion postings if taught online.
B. Projects, Activities, and other Assignments
   1. Creation of a graphic novel chapter tying in one or more themes/issues examined throughout the semester.
C. Writing Assignments
   1. Weekly journal entries.
   2. 3 essays, including application of the principles of graphic novels to a text, thematic analysis comparing two or more graphic novels, and analysis on social, psychological, and/or historical narratives, comparing/contrastng the course novels studied throughout the semester.

V. Methods of Evaluation/Assessment:
A. Discussion postings.
B. Weekly journal writing.
C. Tests/Quizzes on terminology related to graphic novel construction.
D. Three essays on themes, form, and content.
E. Creation of graphic novel chapter, including art and illustration/prose.

VI. Methods of Instruction:
A. Lecture
B. Discussion
C. Demonstration
D. Audiovisual
E. Computer Assisted Instruction
F. Collaborative Learning
G. Distance Learning

VII. **Textbooks:**

**Recommended**


**Supplemental**

VIII. **Supplies:**

CID 3258