

OHLONE COLLEGE
Ohlone Community College District
OFFICIAL COURSE OUTLINE

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 Spiegelman, Marjane Satrapi, and Gene Luen Yuang.
- 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/contrasting 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

1. Art Spiegelman *Maus I: A Survivor's Tale: My Father Bleeds History* 1st Edition, Pantheon, 1986 ISBN: 978-0394747231
2. Craig Thompson *Blankets* 1st Edition, Top Shelf Productions, 2003 ISBN: 978-1891830433
3. Gene Luen Yang *American Born Chinese* Reprint Ed. Edition, Square Fish, 2008 ISBN: 978-0312384487
4. Jessica Abel *La Perdida* 1st Edition, Pantheon, 2008 ISBN: 978-0375714719
5. Marjane Satrapi *The Complete Persepolis* 1st Edition, Pantheon, 2007 ISBN: 978-0375714832
6. Scott McCloud *Understanding Comics: The Invisible Art* 1st Edition, Harper Paperbacks, 1994 ISBN: 978-0060976255

Supplemental

VIII. Supplies:

CID 3258