CIGN Module Descriptor

Title of Module:	Visual Narrative Forms
Module ID:	TBC

Credits (national system)**:**	20	**ECTS:**	10

Responsible Institution:	UWS
Module Coordinator:	Blane Savage
Module Type:	practice based course
Language:	*English*

Prerequisites:

N/A

Summary of Module:

This module will develop students' abilities and understandings in working with 'visual narrative forms'. These narrative forms can be utilised in the early stages of media production processes and offer cost effective development of these narrative structures.

Visual narrative forms are utilised in the early stages of development within the film, animation and computer games industries. The field of comic book artwork also utilises this process but in a more artistic and refined way. There are also opportunities for overlap across all of these areas – e.g. comic strips which are developed into a film or animation.

Students will develop an understanding of narrative forms and structures through the analysis of :
- comic book structures (with self contained dialogue)
- storyboarding conventions
- new media forms

Learning Outcomes:

At the end of this module the student will be able to:

L1. demonstrate a broad understanding of visual narrative forms and structures

L2. Create a visual storyline utilising a range of storyboarding techniques

L3. Produce a visual artifact displaying skills in storyboarding structure

Learning Objectives:

Theoretical Principles	30%
Analyses	10%
Conception	10%
Realization	50%

Specialist Skills:

☐ Level 1: recognize & reproduce

☒ Level 2: comprehend & apply

☐ Level 3: compare & evaluate

☐ Level 4: connect, deepen & develop

Module Delivery Method(s):   classroom

Learning & Teaching Activities:

Learning Activities

During completion of this

module, the learning activities undertaken to achieve

the module learning outcomes are stated below: (Normally totalling 200 hours):

(Note: Learning hours include both contact hours and hours spent on other learning activities)

Lecture/Core Content Delivery	30 hours
Laboratory/Practical Demonstration/Workshop	10 hours
Asynchronous Class Activity	10 hours
Independent Study	150 hours
	200 Hours Total

Learning Material:
The module is designed to be delivered within a blended learning model, employing mixed modes of learning, teaching and assessment.

Indicative Resources / Obligatory Readings:

Storyboards : motion in art , Mark Simon

The art of the storyboard : storyboarding for film, TV, and animation , JohnHart,

Artists on comic art, Mark Salisbury Comics, comix & graphic novels : [a history of graphic novels] Sabin,Roger

Reinventing comics : [how imagination and technology are revolutionizing an McCloud, Scott

Graphic storytelling, Will Eisner

Feedback and Assessment Method(s):
Practical Assessment 100% of mark, covering Learning outcomes 1, 2 & 3

Costs of Subscription:
N/A