

Effective Semester: Summer 2024

COURSE INFORMATION

Course Title: Graphic Novel

Course Number: ENGL 245

Credits: 3

Total Weeks: 14 (Fall, Spring)
12 (Summer)

Total Hours: 39

Course Level: ☐ First Year ☒ Second Year
☐ New ☐ Revised Course
☐ Replacement Course

Department: English

Department Head: B. Lord

Former Course Code(s) and Number(s) (if applicable): N/A

Pre-requisites (If there are no prerequisites, type NONE): ENGL 101 and successful completion of one of ENGL 103, ENGL 111 or ENGL 121 or equivalent

Co-requisite Statement (List if applicable or type NONE): NONE

Precluded Courses: N/A

COURSE DESCRIPTION

The purpose of this course is to introduce students to the study of graphic narrative (graphic novels and comic books) as literature. Though once dismissed as childish or “junk”, these narratives are gaining mainstream popularity and acceptance as legitimate forms of art/storytelling worthy of critical consideration. Throughout the course, students will examine the interplay in these works between literature, comics, and art. What do these narratives ask us to consider about the ways that meaning is both communicated and constructed? What do they tell us about the representation and construction of reality and “truth”? How are text and visual codes used in these narratives to examine the relationship between individuals and their broader social environment? How do contemporary creators of graphic narratives respond to the traditional view of comics as “junk culture”? What can comics and graphic novels tell us about the relationship between popular culture and literary studies?

LEARNING OUTCOMES

Upon successful completion of the course, students will be able to:

- Evaluate various techniques, rhetorical devices, and visual codes used in graphic narratives and sequential art through close reading.
- Accurately identify how ideology is expressed in various course texts and provide evidence to support your conclusions
- Demonstrate an accurate understanding of the social, political, and cultural contexts that inform course texts through written and verbal responses.
- Determine the extent to which different graphic narratives do/do not conform to traditional literary conventions of storytelling and narrative.

INSTRUCTION AND GRADING

Instructional (Contact) Hours:

Type	Duration
Lecture	39
Seminars/Tutorials	
Laboratory	
Field Experience	
Other (<i>specify</i>):	
Total	39

Grading System: Letter Grades ☒ Percentage ☐ Pass/Fail ☐ Satisfactory/Unsatisfactory ☐ Other ☐

Specify passing grade: 50%

Evaluation Activities and Weighting (total must equal 100%)

Assignments: 10% <i>Close reading</i>	Lab Work: %	Participation: 10% <i>Attendance and Participation</i>	Project: 25% <i>Research Paper</i>
Quizzes/Test: %	Midterm Exam: 25%	Final Exam: 30%	Other: %

TEXT(S) AND RESOURCE MATERIALS

Provide a full reference for each text and/or resource material and include whether required/not required.

Can't We Talk About Something, Roz Chast (hard copy required)
The Rider Waite Tarot
The Thoth Tarot

COURSE TOPICS

List topics and sequence covered.

Week	Topic
Week 1	Introduction and History of Graphic Narrative
Week 2	How to Read Graphic Novels
Week 3	Superheroes: Early Super Heroes
Week 4	Superheroes: Not Just for Kids
Week 5	Superheroes: Responding to the Tradition
Week 6	Superheroes: Narrative Voice and Creating Realities
Week 7	MIDTERM EXAM
Week 8	Intertextuality: Graphic Novels and the Literary Cannon
Week 9	Intertextuality: Graphic Novels and Plastic Arts
Week 10	Just the Pictures: Sequential Art as Stand-Alone Storytelling
Week 11	Graphic Memoir
Week 12	Graphic Memoir
Week 13	Final Exam Review
Week 14	FINAL EXAM

NOTES

1. Students are required to follow all College policies. Policies are available on the website at: [Coquitlam College Policies](#)
2. To find out how this course transfers, visit the BC Transfer Guide at: bctransferguide.ca

Last Reviewed: June 2024

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