

# COURSE REPORT

## Background information (To be completed by course administrator)

<b>Course LADOK code:</b> KK146A	<b>Scope (hp):</b> 15,0 hp
<b>Course title:</b> Digital Comics	
<b>Course coordinator:</b> Krantz Gunnar	<b>Number of registered students:</b> 54
<b>Semester in which the course is conducted:</b> Autumn semester 2023	
<b>Is the course an independent course, programme course or contract course? If the course has been completed within a programme, enter the programme name:</b> Independent course	

## Administration's perspective (To be completed by course administrator)

The administration's views:

## Forms of evaluation and feedback (To be completed by the course coordinator)

<b>Formative course evaluation:</b> (Describe the form of course evaluation and when it was completed)	<b>Number of students who participated in the course evaluation:</b> Mid-course feedback with students on zoom. November 6th. 12 participants.
<b>Summative course evaluation:</b> (Describe the form of course evaluation and when it was completed)	<b>Number of students who participated in the course evaluation:</b> 10. Sunet survey.
<b>Feedback to students:</b> (Describe how and when the feedback was given to the current student group). Course report uploaded on Canvas 2024-03-05	

## Student's perspective (To be completed by the course coordinator)

**Summary of the students' course evaluations:** (The five university-wide questions should be included:

1. To what extent do you feel you have achieved the course's intended learning outcomes?  
Mean 4,4
2. To what extent do you feel the course's working methods/learning activities have been a support in your learning to achieve the intended learning outcomes?  
Mean 4,3
3. To what extent do you feel the course's examination forms have given you the opportunity to show how well you have achieved the intended learning outcomes?  
Mean 5,2
4. To what extent do you feel the course has met your expectations in general?  
Mean 3,7
5. To what extent has the course given you the opportunity to take responsibility for your own learning?

Mean 5,5

Compilation from digital questionnaires can be appended. (see pdf)

### **1. What do you think about the course, how would you rate the course as a whole?**

Mean: 4,6

- *They do the best to deliver their experience to the students*
- *The course teaches quite a lot of good skills in comic making*
- *It is alright, it started off strong and I enjoyed working with my classmates.*
- *The classes were easy to follow and the canvas platform worked great.*

### **2. What has been good about the course?**

- *Everything; all lectures and activities were good*
- *Creativity*
- *Work in progress sessions and students chat rooms in zoom.*
- *The abstract lessons, copyright topic and composition section. The non-sequential themes in the lessons.*
- *The practical exercises were good*
- *Manageable assignments, understanding teachers, reasonable deadlines, interesting lectures.*
- *I liked the feedback sessions, and the teachers took their time to respond with constructive criticism.*
- *The community was nice.*
- *I liked the course because it gave me a greater understanding of what digital comics means.*
- *I learned a lot about making comics and got nice feedback from teachers and students:)*

### **3 What can be improved in the course until the next course offer?**

- *Maybe instructions can be more clear.*
- *It needs special sessions for computer programmers instructing, such as adobe photoshop or clip studio as comic support*
- *Have 3 modules but keep the early project focus. Start with the portrait assignment, follow up with composition of a page. (similar answers)*
- *More tutorial-like educational lectures on constructing comics.(similar answers)*
- *The course is unsuitable for beginners who have not worked with comics or digital tools. (similar answers)*
- *The lessons in abstract comics should be replaced (similar answers)*
- *More tangible workshops, more week to week assignments were we actually get to make comics (...)*
- *It would be good to get more information and tips regarding every aspects of comics, from start to finish. Personally to little information got brought up regarding the basics. For example we got no lesson on lettering (...)*

### **4. To what extent do you think the course has met your expectations in general?**

Mean 3,7

- *My expectations was that the all the assignments would be formed in a digital software, but the overall hybrid theme and open themes of projects was good.*
- *I expected more practical work. (several similar)*
- *It was alright, not a course I would recommend to beginners but possibly people that want to further their comic knowledge.*
- *The course disappointed me, I felt completely misguided by what the course description promised (similar answers)*

### **To what extent do you consider you have achieved the expected learning outcomes of the course?**

Mean 4,4

- *There could have been more drawing exercises (similar answers)*
- *I managed to finish my project and I was very happy with the result, but I am not a beginner at either comics or digital comics. (similar answers)*
- *I think everyone can make a comic. My final project resulted in a comic and I'm proud of doing it (...)*

### **5. To what extent do you think that the working methods / learning activities on the course have reinforced your learning and your ability to achieve the expected learning outcomes?**

Mean 4,3

Seminars

Mean 4,7

Reading of the literature

Mean 3,8

Canvas

Mean 3,8

Assignments

Mean 4,8

Other teaching activities

Mean 4,6

- *Practical exercises with feedback were best.*
- *I think most of the assignments were fun and I learned from them.*

**6. To what extent do you think the examination forms have given you the opportunity to show how well you have achieved the expected learning outcomes?**

Mean 5,2

- *The examination assignments were most reasonable and productive for learning.*
- *There was about three assignments with hand in on which I received a copy pasted reply on what grade I got. The general personal feedback of about one sentence gave me nothing to work with or clear way to improve (...)*
- *The examination was a good way to show your knowledge.*

**7. To what extent has the course given you the opportunity to take responsibility for your own learning?**

Mean 5,5

- *We mostly had to work on our own. Little to no feedback or advice on how to move forward.*

8. How much time (hours) per week have you spent on the course?

Less than 10 hours 2 (20%)

11-15 hours 0 (0%)

16-20 hours 1 (10%)

21-25 hours 1 (10%)

26-30 hours 2 (20%)

31-35 hours 1 (10%)

36-40 hours 2 (20%)

Over 40 hours 1 (10%)

Total 10 (100%)

Mean 4,7

Has this been enough to achieve the learning objectives of the course?

- *Yes it has (similar answers)*
- *As I already had experience making comics, it was enough time for me.*
- *The way the assignments are structured was such that there was weeks of nothing, with no tangent plan of what the class was expected to do except "work on the comic" (...)*
- *It has been enough I would say.*
- *I would say that I spent enough time to do the assignments in a satisfactory manner*

Other comments about the course

- *With the current course with 2 modules, I think it should be stated in the description of the course that some experience of digital software's and understanding of project plan and iterating of ideas within the comic context are a skill to be known. (similar answers)*
- *Add something in general that the course is very hybrid in terms of selecting and working with materials. Or consider renaming the course to 'Hybrid comics.'*
- *Overall, the course has met my expectation. My only suggestion was to have more drawing exercises.*

- *I hope that the teachers involved in this course take the student's previous feedback and improve the course for future students!*
- *I think this course need to be restructured from the ground up with more hands-on learning opportunities(...)*

### **Teacher's perspective (To be completed by the course coordinator)**

**Summary of the teacher's views/Results:** (The comments on the course's implementation and the results based on an assessment of the students' actual learning outcomes in relation to the intended learning outcomes, are summarised here. Both success factors and problems are identified).

#### **About the course (from the syllabus):**

The course aims to give basic theoretical and practical knowledge of digital comics and their cultural and media contexts by analyzing digital comics, as well as develop, produce and reflect on them. The course is divided into two modules: Module I with short introductions to the basics of digital comics, forms of narration, the formats of digital comics and related artistic practice, strategies for developing and marketing digital comics, and ethical and legal aspects.

Module II dedicated to an individual project to be developed and presented online as part of the project, concluding with a final reflective paper and a written peer-review. During this module, the students take part in successive work-in-progress-sessions, where they get feedback from teachers and each other. The course is a 50% online distance course, with both live and pre-recorded lectures, live presentations, and several work-in-progress seminars.

### **Analysis and action plan (To be completed by the course coordinator)**

**Analysis:** (The course coordinator is responsible for ensuring that the analysis is based on a summary of the students' individual course evaluations, views from relevant teachers and course administrators, knowledge development in the field of research and that this analysis is done in collaboration with the teaching team.)

The overall result measured by final survey (mean-values + comments) give at hand that the course in general has been successful, both when it comes to fulfilling the course goals as well as being appreciated by the students. The method of working towards a final presentation of an individual project, with continuous live feedback in work-in-progress-sessions, seems to be both appreciated and productive. In doing this as a collective experience, the students also get to understand how others have worked and what problems and obstacles they have met. During the course specific critique have been voiced in relation to the expectations of a course named "Digital comics", with critical comments on the course-structure, and several suggestions on how to improve it. Some comments value the freedom of artistic expression within the course, while others want a more formalistic approach to the artform, education in specific software's and industrial methods.

**Action plan:** (The changes planned to be made in the short and long term are stated here, as well as the timetable for when the actions are planned be carried out and who is responsible for the implementation. If identified problems are left without action, this should be justified. The follow-up of proposed measures according to the previous course report(s) is presented here.)

**Possible changes**

The course Digital Comics have constantly evolved since it started 10 years ago, much due to the rapid development of digital media, tools and publishing platforms. To be able to keep up with the fast changes on the field, the course needs to be responsive both to the business, research and to the opinion of students, as well as care for the basic principles of the artform, it's methods and traditions.

The course is addressing both experienced artists as well as new beginners, it welcomes both experimentation and formalism. The balance between these two positions needs to be better addressed from the very start as well as better expressed in the assignments.

The fact that students ask for more in-depth written critique in the comments in Canvas is worth noticing. During the course the emphasis have been on live feedback during examinations and the work-in-progress-sessions of Module II. This is a choice made by the course responsible. It is therefore important to better stress the in-person nature of the course early on, and the importance of attending non-mandatory sessions.

It is also worth considering that this is a course on 50% over one semester, that seems to work for most students attending it, but might be too short for others. To meet this, a longer course would be a solution.

**Publishing and archiving (To be handled by the course administrator)**

- The course report is published, and the students have been informed about the publication,
- The course report is archived according to the university's archiving rules,
- The course report is shared with the programme coordinator (if applicable),
- The course report is saved according to any additional requests on behalf of the department.