

COURSE REPORT – Summary of course evaluation

Background information (To be completed by the course administrator)

Course LADOK code: KK146A	Scope (hp): 15
Course title: Digital Comics	
Course coordinator: Allan Haverholm	Number of registered students: 57
Semester in which the course is conducted: HT24	
Is the course an independent course, programme course or contract course? If the course has been completed within a programme, enter the programme name. Independent course	

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

Formative course evaluation, for example dialogue during the course (optional)	Approx. number of students who participated in formative course evaluation(s):
Summative course evaluation (obligatory) <input checked="" type="checkbox"/> Only via Canvas <input checked="" type="checkbox"/> Canvas and other form <input type="checkbox"/> Only other form (written and/or oral)	Number of students who participated in the summative course evaluation: 13. Sunet survey.

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

<p>Summary of the students' oral and written feedback:</p> <ol style="list-style-type: none"> To what extent do you feel you have achieved the course's intended learning outcomes? Mean 5,3 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 5,5 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 5,4 To what extent do you feel the course has met your expectations in general? Mean 5,5 To what extent has the course given you the opportunity to take responsibility for your own learning?
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Mean 5,8

Compilation from digital questionnaires:

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

Mean: **5,6**

- *I've always wanted to start a comic project and this is exactly the course I was looking for.*
- *Overall an interesting course and very beginner friendly.*
- *The course has been a very enjoyable experience that not only taught a lot about both the basics of digital comic making and also some more advance methods but did so while still letting students express themselves in their own creative ways. It didn't limit what we were allowed to do too much which led to a lot of creative works and unique approaches to the different assignments.*
- *Allen was an excellent professor with great knowledge. He was very open minded and patient. I would absolutely take a class with him again.*

2. What has been good about the course?

- *Opening my eyes to different comic worlds and techniques.*
- *The course has been fun and insightful in the work of creating, writing and illustrating comics. (...) The lessons were easy to follow and were made even more interesting and enjoyable by teachers that felt passionate about the subject. The course was a great introduction to digital comics and gave a pretty clear idea of what it's like to work with comics in general. (similar responses)*
- *Reviewing and talking about others comics in the zoom meetings. This really simulated a real classroom experience and made you hear more feedback from other students.*
- *There were plenty of exercises that felt relevant to the final comic project.*
- *Digital Comics is a good introduction course for beginners when it comes to creating comics, as you are taught about all the necessary basics throughout. (...) You are given a reasonable amount of time to work on each project.*

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

- *(P)eer review task(s were) not automatically assigned.*
- *Increased availability when contacting the teacher. I didn't personally have a problem with it but others have had trouble getting answers to their questions in due time.*
- *More guidance for the final project. As someone who was doing a big project in art for the first time I felt a bit lost (...)*
- *I think the course would have benefitted from having all necessary information stored in one easy-to-find place, from the start of the course. There were times when I felt I really had to dig around to find a specific article or instruction. The announcements on canvas helped, but at times the course still felt slightly unorganised. (...)*
- *For the most part the course was great and the only thing I could really note on that I feel could be improved is the communication between teachers and students, primarily regarding schedule changes and deadline dates for assignments (...)*
- *Perhaps some more suggestions for literature.*

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

Mean 5,5

- *My expectations have been exceeded. I was pleased with the amount of drawing exercises I was given. (similar responses)*
- *I had already taken a comics course last year, and mistakenly believed this would be a course for more experienced comic artists, just focusing more on digital publishing.*
- *I was the most worried about not being able to keep up as I have only done art as a hobby up to that point but I felt the course was very accommodating to people that are just getting started with comics and art in general.*
- *I went into the course not knowing exactly what to expect, but with the general idea that my fairly new arrival into the art world would limit me with what I could do in the course and that it'd hold me back. However, thanks to the way the course and assignments was structured, my limited experience never became a problem and in fact due to how open the assignments were, I was able to put a bit of focus on developing my art skills while also learning more about the fundamentals of comic making. (...)*

To what extent do you consider you have achieved the expected learning outcomes of the course?**Mean 5,3**

- *I feel like I've managed to learn the basics of comic making and gotten a general understanding of what it's like to work on a comic from the beginning stage to the final product.*
- *Considering the timeframe, I'd say my learning outcomes have been achieved to a satisfactory degree*
- *Storytelling through composition is incredibly valuable. I am very happy about that part of the course.*

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?**Lectures****Mean 5,5****Seminars****Mean 5,3****Reading of the literature****Mean 4,4****Canvas****Mean 4,7****Assignments****Mean 5,5****Other teaching activities****Mean 5,3**

- *A bit more time to talk with other students would be rewarding. It would make seminars slightly better, I think.*

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 5,4

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

Mean 5,8

- *The ability to choose a project freely, as well as the general approach oneself, requires and nourishes a strong sense of responsibility for succeeding in this course.*
- *The assignments gave us the opportunity to take full control of the creative and learning process of our works. They were very open and allowed for many different approaches that let each student focus on what was important to them in their work.*

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

Less than 10 hours 1 (8%)

11-15 hours 1 (8%)

16-20 hours 4 (31%)

21-25 hours 2 (15%)

26-30 hours 4 (31%)

31-35 hours 0 (0%)

36-40 hours 0 (0%)

Over 40 hours 1 (8%)

Mean 3,9

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

- *No, I would have liked more time to draw but that's not something that this course can do anything about. So, I'm quite satisfied.*
- *For the first half of the course around 20 hours a week was enough to read the literature and work on my assignments but for the second half of the course I struggled to keep up with my final project.*
- *The time I spent on the course varied depending on the current assignment, as some took longer than others. But throughout the course I always felt I had been given ample time to complete the assignment to a degree that would be sufficient for the learning objectives of the course.*
- *Yes, if followed consistently. (similar responses)*

Other comments about the course

- *The course has been a very fun experience mainly thanks to teachers that felt passionate about the subject and that made the lessons fun and interesting. During supervisions it felt like they wanted us to have the best chance at succeeding at what we as students were aiming for, and not just what the course expected of us and they were incredibly helpful in pushing us to accomplish the goals we had set in mind.*
- *I think it would be relevant to focus even more on the digital aspect of digital comics, such as having the final assignment be adapted to a specific mode of*

digital publishing (blog, instagram, document, etc.).

- *I wish this class was in person! I loved being in this group and I think we would have done more if we were in person.*
- *Not much to say here, thank you for an excellent course!*

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

Summary of the teacher's views:

- As a substitute coordinating Digital Comics for the first time, I am satisfied if not quite happy with my efforts this term. I do recognise students' feelings of disorganisation due to my own inexperience with the course and the Canvas platform.
- The understanding of "digital comics" has changed over the decade that this course has been taught, and I have been part of discussions during 2024 about how to update the course — and better create a progression through MAU's comics courses.
- Between the above points and the student feedback particularly to my own teaching, I feel this has been a largely successful term.

Action plan (To be completed by the course coordinator)

While my status as temporary coordinator only for the autumn term of 2024 doesn't exactly allow me to lay down actionable plans for future instances of the course, I will instead offer a brief analysis of the course and recommendations based thereon:

Where the course literature as well as some workshops still frame "digital comics" as a digital art form that experiments with interactive, animated, and multilinear techniques, students are very right in asking for a more contemporary focus on digital (ie., online) publishing platforms and formats related to them. The former understanding of digital comics dates 10-20 years back to when the course was just created.

This was a different media landscape where comics exploring multidirectional navigation and technological potentials like hyperlinks and movement were a novel and exciting approach. However, this has largely been abandoned in favour of web publishing platforms for (formally if not contentually) conservative comics, and this course should reflect that shift — although still offering the experimental, avantgarde background as inspiration.

As for the education level of the course, most students seem satisfied with the introduction to basic comics techniques, while one expresses an expectation that Digital Comics would be for more experienced students. I fully anticipate this will be addressed with the ongoing effort of the regular staff to establish a more clearly defined progression through the university's offering of comics courses.