

# COURSE REPORT – Summary of course evaluation

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

Course LADOK code: KK146A	Scope (hp): 15,0 hp
Course title: Digital Comics	
Course coordinator: Allan Haverholm	Number of registered students: 52
Semester in which the course is conducted: HT25	
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):
<b>Summative course evaluation</b> (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)	<b>Number of students who participated in the summative course evaluation:</b> 12. Sunet survey.

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

### Summary of the students' oral and written feedback:

**What do you think about the course as a whole?**

Mean 4,6 (of 6)

**To what extent do you feel you have achieved the course's intended learning outcomes?**

Mean 4,4

**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?**

- Lectures Mean 4,6
- Seminars Mean 4,4
- Reading of the literature Mean 4,2
- Canvas Mean 4,2

- Assignments Mean 5,2
- Other teaching activities Mean 4,6

**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 4,7

**To what extent do you feel the course has met your expectations in general?**

Mean 4,8

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

Mean 5,2

Compilation from digital questionnaires:

**What has been good about the course?**

- *The material has been very helpful and I feel like I have learned a lot during the course about the production of comics. The assignments and exercises has also been fun but challenging.*
- *The lectures balanced with small assignments to get started, feedback sessions during the big project and the small deadlines along the way to make sure the planning stages of the individual project didn't lag behind.*
- *I appreciated learning some more about the history and fundamentals of digital comics, and having accountability on actually planning and finishing a comic.*
- *We have been assigned creative and fun projects, and most information and knowledge is introduced in an interactive way.*

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

- *I'd have liked if we had discussed a little character design, i think it's important for the process of creating a comic. Besides this, the course was excellent.*
- *Making module 2 longer? Or possibly lowering the stakes a little bit because i felt quite stressed to create a 10 page comic from nothing in that time but that's also on me for overestimating my abilities*
- *There could be some admin improvements in the clarity of deadlines, guidelines for the assignment, grading rubric, and being able to clearly see the expectations from the beginning.*

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

- *I expected to learn about comics and make comics and that is exactly what i got! Had a good time doing it, too.*
- *I was hoping to be able to make a comic for the first time, and felt very empowered to do so. I now also feel more equipped to make more*

**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?**

- *Thank you for screen-recording lectures. This allows us to go back and check things that he had said, or even if we have missed a lecture to just watch the recorded lectures. Very thoughtful and amazing for students that are studying*

other stuff as well.

- *I learned best from a combination of lectures and having to do my own research for the assignments. I was also very helpful to be able to go back and rewatch lectures.*
- *I consider that the WIP sessions we had, public and individual, before the final exam, were extremely useful learning activities. Keep them up.*

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

Less than 10 hours 2 (18%)

11-15 hours 3 (27%)

16-20 hours 3 (27%)

21-25 hours 0 (0%)

26-30 hours 0 (0%)

31-35 hours 1 (9%)

36-40 hours 1 (9%)

Over 40 hours 1 (9%)

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

- *It really depends, in the beginning, the lectures + assignments wouldn't take more than 10 hours per week. But during the final project, I spent maybe 30+ hours per week on the course.*
- *I'm learning to become a comic artist on my own, and I took the course to help me in the process. The course syllabus and structure helped me a lot in structuring and achieving my learning objectives.*
- *I have not finished everything on time, but i did not spend as many hours as was advised.*

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

As a substitute co-ordinator and main teacher on Digital Comics for this and the previous offering of the course, I recognise students' critique of some unclear deadlines and briefs. Given a second term on the course, I wanted to improve upon the schedule according to previous experience. Most of my revisions were successful, but some regrettably resulted in confusion.

It has been a great challenge to accommodate students at skill levels ranging from completely untrained to already published artists. Although I have done this to the best of my ability, in early lectures and assignments as well as later taking students through their individual project and examination, I do feel as a teacher that the course plan — and students — suffer from the inevitable compromises.

With that in mind, as well as the survey result showing that an appalling 45% of respondents have spent less than 15 hours per week on the course, I am more than satisfied with the quality of individual projects that have been carried out this term.

Some students have given constructive advice in this evaluation survey on my personal teaching approach. I take this to heart moving forward but, as my tenure on Digital Comics ends after this term, and regular staff take over the teaching, I have omitted such points from this report.

## Action plan (To be completed by the course coordinator)

As my current engagement with MAU and Digital Comics is at an end, rather than laying out an action plan I will offer the following suggestions for course development:

- The minimum admission level should be raised from beginners to advanced students. This would help focus the course plan and day-to-day teaching, and benefit the students as a result.
- The course literature and syllabus is currently 5-10+ years old, and sorely needs to be brought up to date. To reiterate from my previous course report,

*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 multi-directional 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 [...]*

Such an update would greatly help in delineating “digital comics” to students as well as teachers, and give the course renewed focus and relevance.

Remember to orally feedback the results of the course evaluation to

- the students who have completed the course evaluation
- the students of the next course round, i.e. the next time the course is given