

**Common Course Outline for:** ENGL 1120 Graphic Novels**A. Course Description**

1. Number of credits: 3 credits
2. Lecture hours per week: 3  
Lab hours per week: None
3. Prerequisites: Eligibility for ENGC 1101 and READ 1106
4. Co-requisites: None
5. MnTC Goals: 2 (Critical Thinking) and 6 (Humanities and Fine Arts)

Students will read, discuss, and analyze graphic novels from a variety of genres in terms of the interplay of word and image central to this narrative medium. Analysis will include looking at the ways graphic novels represent popular culture, politics, philosophy, history, social issues, and personal identity across multiple cultures.

**B. Date Last Reviewed:** April 2021**C. Outline of Major Content Areas**

1. Major characteristics of the medium and elements of the various genres of graphic novels as they relate to other literary forms
2. Graphic novel traditions in multiple cultures including social, historical, and aesthetic contexts
3. Representative theoretical approaches to analyzing the graphic novel

**D. Course Learning Outcomes**

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

1. Demonstrate an understanding of the medium of graphic novels in terms of the interplay of words and images. (Goals 2b, d; 6a, b, c, e)
2. Examine and identify the elements of various genres of graphic novels, including work by under-represented populations (Goals 2a, b, c, d; 6a, b, c, e)
3. Compare and contrast aspects of the medium of graphic novels and its genres with other literary modes. (Goals 2b, c, d; 6a, c, e)
4. Understand the relevant social, historical, and aesthetic contexts of graphic novels in multiple cultures. (Goals 2b, c, d; 6a, c, e)
5. Analyze aspects of graphic novels using a variety of critical approaches, including reader response (Goals 2a, b, c, d; 6a, b, c, e)
6. Respond to graphic novels personally, critically, and creatively, including through the medium of graphic narratives (Goals 6c, d, and e)

**E. Methods for Assessing Student Learning**

1. Tests/final test
2. Short-answer quizzes

3. Creation of brief comics
4. Analytical essays
5. Journals/D2L Discussion Boards
6. Collaborative Projects

**F. Special Information:** None