NEWM N462 Advanced Comics and Sequential Art  
Indiana University School of Informatics & Computing MAS IUPUI  
Section 15333, Summer 2014, M/W – 3:00pm – 6:15pm, IT 355 (265), 3 credits

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Office Hours: By Appointment  
First Come – First Serve.

IUPUI Mission:
The Mission of IUPUI, is to provide for its constituents excellence in  
• Teaching and Learning  
• Research,  
• Scholarship, and Creative Activity  
• Civic Engagement  
With each of these core activities characterized by  
• Collaboration within and across disciplines and with the community  
• A commitment to ensuring diversity, and  
• Pursuit of best practices

IUPUI’s mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University’s Strategic Directions Charter.

Statement of Values:  
IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana’s capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community; both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.
**Principles of Undergraduate Learning (PUL):**
- Oral presentation/Writing skills
- Critical thinking
- Application of knowledge
- Intellectual depth, breadth, and adaptiveness
- Understanding of society and culture
- Values and ethics

**University Expectations/Guidelines/Policies:**
University Regulations state: “Students are expected to be present for every meeting of the classes in which they are enrolled.” Only the instructor can excuse a student from classes or course responsibilities. There are always legitimate reasons for missing class. Personal illness, accident, a death or serious illness in the immediate family, athletic trips, scheduled interviews, plant visits, and field trips, or other circumstances may make your class attendance impossible. Each of these situations will be evaluated on an individual basis. Students should make direct contact with his/her instructor preferably before a class. If the instructor cannot be reached in person, by e-mail, or by telephone, the student should leave a message in the instructor’s department mailbox. Students can only make up work from an authorized absence and permission from the instructor.

**Attendance and Participation:**
IUPUI policy is that class attendance is mandatory. Attendance is taken at the start each class at the front desk outside of the lecture hall. Any student missing THREE classes without an approved excuse will lose five points from the final grade. An additional five points will be removed for every missed day after the fourth missed day. Be on time to class. Lateness is assessed 15min after class begins. Every three “lates” equals one absence that in turn counts towards the final grade reductions. If you are unable to attend, please send me a notice through email before class. Absences may be excused with valid doctor’s documentation or other extenuating circumstances. More than four absences without a “legitimate” the reason, will result in a lowered semester grade. Students are expected to actively participate in class by asking questions and sharing any relevant experiences.

**Administrative Withdrawal:**
Administrative Withdrawal: A basic requirement of this course is that you will participate in class and conscientiously complete writing and reading assignments. Keep in touch with me if you are unable to attend class or complete an assignment on time. If you miss more than half our class meetings within the first four weeks of the semester without contacting me, you will be administratively withdrawn from this section. Our class meets once per week; thus if you miss more than two classes in the first four weeks, you may be withdrawn. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and if you are administratively withdrawn from the course you will not be eligible for a tuition refund. If you have questions about the administrative withdrawal policy at any point during the semester, please contact me,
Incompletes:
The IUPUI Campus Bulletin presents the campus policy on incompletes, noting that a grade of incomplete may be assigned by an instructor when exceptional circumstances, such as illness, prevent students from finishing all works required in a course. The grade of I will be awarded only if the work is mostly complete, generally 75 to 80 percent, and of passing quality. The key decision in deciding whether or not to give an incomplete involves assessing whether or not the student has completed, at a passing level, enough of the course and whether "exceptional circumstances" apply. Exceptional circumstances can include the serious illness of the student, spouse or partner, child, or parent; or a fire or accident that interrupts the end of the semester. Note that an incomplete is never warranted as a remedy for procrastination.

Academic Honesty:
All students in New Media should aspire to high standards of academic honesty. This class encourages cooperation and the exchange of ideas. However, students are expected to do their own work.

Plagiarism: (adapted from the definition by the School of Liberal Arts)
Plagiarism is the use of the work of others without properly crediting the actual source of the ideas, words, sentences, paragraphs, entire articles, music or pictures. Using other students’ work (with or without their permission) is still plagiarism if you don’t indicate who initially did the work. Plagiarism, a form of cheating, is a serious offense and will be severely punished. When an instructor suspects plagiarism, he/she will inform the student of the charge; the student has the right to respond to the allegations. Students whose work appears to be plagiarized may be asked to produce earlier drafts of the work. Students should, for this reason and as a protection in cases of lost papers, diskettes, retain rough drafts, notes and other work products for 2 or 3 weeks after the end of each semester. The penalties for plagiarism include reprimands, being failed for a particular exam, paper, project or the entire course, disciplinary probation, or dismissal. Faculty, after consulting with their chair and/or the dean must notify students in writing of their decision. Students have the right to appeal such decisions by the submitting a petition. All students are responsible for reading the Code of Student Rights, Responsibilities, and Conduct of Indiana University Purdue University Indianapolis.

Liability Warning:
Your student ID and password are private! Under no circumstance are you to give them out to anyone. If another person uses your ID or password you will be held personally responsible for any and all activity on your computer account. If plagiarism is involved you run the risk of being dismissed from the school. If a computer or software is damaged you are responsible for repair and replacement. Loaning out your ID or password involves too much risk. “A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course.” [Code of Student Rights, Responsibilities, and Conduct, page 29]
Welcome!

Welcome to n432 Advanced 2D Sequential Narrative (Comic 2.). This class will continue your journey through the art and science of storytelling in the 2D print and web, mediums. We will expand your developing inner comic/storytelling “voice” through experimental comic formats, theory discussions, and we will take a critical look at our medium. We will explore its potential and how it does, needs, and will change in the future. You will be able to use these skills and knowledge in real world settings. This class will help to strengthen your foundation in creating your own narratives, characters and you will walk away with increased solid abilities to create engaging stories.

As per usual each class will consist of a lecture by the instructor followed by class time for your practice of the material presented. Discussions concerning the assignment and newly acquired information will be distributed during class. There will also be time for student concerns and topics. Students will be expected to work on their projects outside of class and develop them each week.

The class objectives seek to strengthen your understanding of the tools, strategies, and techniques for 2D print and web narratives from initial concept to full production. We will examine how you continue a story, develop your characters and how you convey new and experimental comics ideas through new visual formats. We continue to heavily explore the psychology behind a visual scene’s creation and how light, dark, color, and perspective translate ideas and moods. We will not limit ourselves to the technical aspects of this work but will incorporate a healthy dose of visual communication and fine art techniques and practices to assist with the project creation. Concerning class projects, the theme of the class is to prepare you for the real-world with several complete, portfolio-ready projects to be shown to potential employers or to assist you in future endeavors. This focus will arc throughout the class with weekly assignments keeping you on track and educated with all the smaller details that are needed for all the projects.

In this class you will be expected to work hard, explore, participate in discussions, but most of all have fun with the subject matter and the tools required to create it. This is a chance like none other and you should take full advantage of it. Most of all, you should be motivated and open to new ideas and practices.

It’s not HOW you draw, but WHAT & WHY you draw!
Classroom Behavior, Respect, Edicts, & Policies:

Respect for your Fellow Storyteller:

Cell phones, pagers (really?), blackberries, iPods, Zunes (does anyone actually have one of these?) and all other personal devices are to be turned off and not used during class times. I mean it. They. Are. Annoying! They may be used only during breaks or at the consent of the instructor. Anyone using these devices in a disruptive manner will be asked to leave the class.

“Social sites” such as Facebook.com, MySpace.com, their illegitimate child MyFace.com, Friendster.com (again, is anyone on this?), Twitter, or Instant Messenger are not allowed during class. These sites are disruptive and a distraction. And for God’s sake you get to be on them 21 hours a day outside of class so give yourself a break. No one cares how your cousins status on how she is moving into her new place and that Tweet from your best friend’s brother about the roller-derby is going to be there when class gets out. Anyone caught using these will be asked to cease and if not will then be asked to leave the class.

Students are expected to be respectful of the instructor and each other during lectures and presentations. Unless asked a question, talking should not interfere with whoever is speaking at the time.

Respect Triangle – Prof > Student, Student < Prof, Student >< Student
(from my regional-district-manager, who thinks-outside-the-box)

Do to a complete abuse of the class time provided in previous semesters, no student is allowed to leave early without permission of the instructor. Family emergencies, religious activities, personal extreme sickness will be allowed and excused if told to the professor in a timely manner. Any student(s) found leaving early will be marked late for that day. Remember, three lates will count as one absent. Also, any students who disappear during break just randomly will be treated in the same manner.

Email Response Time:

Due to the complete overload of the current academic schedule, all students must allow 2-3 business days for a response from the instructor. Email may not be returned with 24 hours due to current backlogs. Student patience is greatly appreciated and sending out the same email 20 times in one day will not garner a quicker response. All email is answered in order that it is received. **All emails need the item: “n432” in the subject line.** Also, students will not want to wait until the night before to make their games as they will be riddled with holes, bugs, and glitches and have hardly any hope of being fixed by test time. Games need to be made ahead of the Playtest day to allow for adequate email questions and response time. Basically, I will get to everyone, there just does not need to be any panic. The greatest words ever spoken were:

DON’T PANIC!

Please remember them.
Lateness: There are NO Late Assignments!

No projects will be accepted after the due date expressed in the syllabus class schedule below, unless there is a death in the family, a religious holiday, or a grave personal matter that you can show worthy proof of. Any work turned in after the due date will receive a 0 thought may still receive corrective commentary and critique.

Wacom Tablets and Pens:
Please note that Wacom pens will no longer be available for use. Too many stolen.

Classroom Access:
This will be discussed in class.

Class Description:
This class combines traditional storytelling and image creation with digital techniques and procedures to produce self-created and engaging sequential stories. These will be channeled through both the individual and group dynamic while looking at the concepts, construction, and development behind linear story experiences. Class creations will be produced for print and will encompass comic and storyboard principles. Character, environment, and narrative creation will merge with typography, layout, design, and illustration to enrich the class products. Additionally, integration and communication with digital media programs and production techniques will be covered.

Course Skills Outcome: (Goals)
Students will become familiar and comfortable with 2D visual storytelling, illustration, design, integrated text, media integration of their creations, and final production techniques. Additionally, students will develop a series of storyboards, visuals, and comic books utilizing existing new media knowledge and applications.

Core Communication and Quantitative Skills learned in this class:
• Express personal ideas and facts to others effectively in a variety of formats;
• Comprehend, interpret, and analyze texts, games, animations, and imagery;
• Communicate orally in one-on-one and group settings;
• Solve game related problems and
• Make efficient use of information resources and technology for personal and professional needs.

By the end of the semester the student should have knowledge pertaining to the above information. This will be delivered through readings, discussions, hands on activities and other methods of learning. Students will learn how to adapt current, new and emerging technologies and best practices to incorporate as many human senses as possible for the purposes of engagement.
**Texts:** (recommended NOT required)


*Understanding Comics: The Invisible Art*

*Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels*

*Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels*

*Visual Storytelling: The Art and Technique*

*Photoshop/Illustrator CS3 for Windows and Macintosh (Visual QuickStart Guide)*

**Equipment/Supplies:**

**Required:**
- Imagination (yes, I’m serious about this)
- One Blank Page Sketchbook: for images (solely for this class)
- Professional Grade Paper for Final Comic work (unless working on a computer)
- **All class work to be turned in over ONCOURSE, in the right folder!**
- Backups!!! CD’s, DVD’s, Thumbdrive, iPod, external hard drive, etc (for backup of all class materials and scanned in images)

**Recommended:**
- Supplies: Pens, pencils, colored pencils, erasers, Sharpie Markers, Grey Design Marker, 2fl oz of India Ink, #2 sable brush, hole punch, ruler
- Light-board (optional, if possible)

**Software:** (Possible)
Photoshop & Illustrator
Grading Scale:
A+ = 98 – 100%, A = 94 - 97%, A- = 90 – 93%
B+ = 87 – 89%, B = 84 86%, B- = 80 – 83%
C+ = 77 – 79%, C = 74 - 76%, C- = 70 – 73%
D+ = 67 – 69%, D = 64 - 66%, D- = 60 – 63%
F = below 59%.
Super F = under 9%
(Yes, this has actually been given out, five times! Current record = -9%)

A = Excellent (Wow!), B = Good (Hmmm, Not bad, shows potential)
C = Average (Meh, it'll pass but.....), D = Below Average (Really?)
F = Fail (What are you doing here?), Super F = Epic Fail (nuff said.)

In the case of borderline grades, factors such as respect, attendance, tardiness, attitude, and class participation will be considered.

Extra Credit:
Extra credit work will be given out during the course of the semester and will be fully explained during class times.

Class Projects: (further explained on Assignment Sheets given out during class)
Alpha:
1. Individual Comic Reexamination Idea Document = 25pts
2. Individual Story Comic: (Midterm) = 100pts
3. Individual Story Comic: (Final) = 100pts

Beta:
4. Comic Experiments = 25pts – 50pts each (explained in class)
5. Individual Comic Test-Read Class Forms = 25pts (average)
6. Comic Page Check-Ins = 25pts each
7. Comic Test Read Participation = 50pts each (This. Means. To. Show. Up!!!)

Variable:
8. Participation = Paramount
9. Random Assignments = Random Points

Total Possible Class Points = TBD (To Be Determined)
Calendar and Schedule:

**June:**
Day 1. (M) June 30th: First Day of Class, Introduction, Examples, Get-to-know-ya!

**July:**
Day 2. (W) July 2nd: Topics – Comic Lecture and Lab Time.
**HW: Reexamination Document Due.**

Day 3. (M) July 7th: Topics – Comic Lecture and Lab Time.
Day 4. (W) July 9th: Topics – Comic Lecture and Lab Time. (Comic Check)
**HW: 2 Pages Due + Weekly Assignment.**

Day 5. (M) July 14th: Topics – Comic Lecture and Lab Time.
Day 6. (W) July 16th: Topics – Comic Lecture and Lab Time. (Comic Check)
**HW: 3 Pages Due + Weekly Assignment.**

Day 7. (M) July 21st: Topics – Comic Lecture and Lab Time.

Day 9. (M) July 28th: Topics – Comic Lecture and Lab Time.
Day 10. (W) July 30th: Topics – Comic Lecture and Lab Time. (Comic Check)
**HW: 2 Pages Due + Weekly Assignment.**

**August:**
Day 12. (W) Aug. 6th: Topics – Comic Lecture and Lab Time. (Comic Check)
**HW: 3 Pages Due + Weekly Assignment.**

All Pages Due – (10) Total + Cover. Finished, Inked, Bound, Printed, & Presented!

Nasty Weather, Junky Car Breakdown, Prof. Sick - Cancellation Policy:
If for some other reason I cannot make it to class I will send out a group email stating the situation. Make sure to check your email at least once a day.

World of Warcraft Right-of-Play Clause:
Any student found assisting or in anyway playing on the Alliance side of WoW on any server will be promptly ganked and banished from class. We have no need for any-goody-two-shoes in this realm! Consequently, any student found assisting or playing on the Horde side of WoW may receive bonus points on every assignment. We need to encourage the right way to play at all times! FOR THE HORDE!!!!!!!
(This is all tongue-in-cheek for those less astute 😊)
Right of Revision Statement

The instructor in this course reserves the right to change the sequence of material and/or dates as outlined in this course syllabus.