Project 4: Information Comics

Using the Comic Life software, compose a 4-6 page info comic that uses dialogue and images to situate and dramatize the concept you researched in Projects 2 and 3.

We have focused so far on the academic essay and the importance of making clear arguments through clear writing, sharpening concepts and their connections through lean, active sentences, coherent paragraphs, and an overall structure that builds toward concluding insights, questions, or recommendations.

At the same time, we have seen that info comics' visual narratives can translate specialized knowledge into common everyday situations and thereby appeal to *logos*, *pathos*, and *ethos* in subtle yet powerful ways: thus, *It Takes a Village* embodies the concept of culturally competent care for Aboriginal women in ways that a scientific article simply cannot.

However, essays and info comics also share many traits, such as tackling conceptual material, incorporating multiple perspectives, and providing choices and recommendations. Essays usually cite different authors' perspectives, while comics often stage different perspectives through characters. Essays present logical alternatives, whereas narratives present characters' behavioral choices situated in specific situations.

In this project, you will apply what you've learned about info comics and essay writing to experiment and create your own info comics. You will need to decide how to translate your conceptual analysis into an engaging narrative. The basic steps:

To create your info comics, follow these steps:
1. Decide on a scenario to situate key elements of your conceptual analysis: use 2-4 characters with three or more scenes that stages the struggle/drama of your concept.
2. Turn your question into a quest: QUEST=ADDRESS A PROBLEM.
3. Outline quest using sparkline (what is/what could be) and why‑what‑how (problem/explanaon/soluon).
4. Write up your quest as a 500-750 dialogue with specific scene/location,, protagonist(s), antagonists,, and helpers and hinderers (may be scientists, policy makers, industry, etc.).
5. Storyboard/visualize your quest as a series of images using pen and paper.
6. Collect images using camera, Creative Commons, Google image search, etc.
7. Create full comic using Comic Life (or drawing), integrating dialogue & images and revising as needed
8. Export as PDF and print drafts either in B/W or color to share with friends and family

Regarding characters: what characters can best embody your issue as protagonists, antagonists, helpers, and hinderers? Also, information comics target specific audiences, not just school children, but adults and researchers. Your audience here: fellow students and professors and/or friends and family.

Use Creative Commons or Google Image Search tool to filter for reusable images.

We will hold workshops on dialogues, Comic Life, and narrative sparklines that will provide additional guidance on creating your info comics.

Draft dialogues due: Th 3/13   Draft comics due: Th 3/27   Final comics due: T 4/8   Comix Show Sat 4/12