

Homework: Notes toward Your Long Essay

Use your info comic/graphic novel and your notes to generate 7 more note pages for your project.

1. STRUGGLES OF THOUGHT

List of 5-10 issues/problems/questions that your info comic/graphic novel struggles over.

- a. If it seems to be only 1, break it up into smaller bits
- b. Try zooming out and framing core issue in different contexts

2. WHAT IS? and WHAT COULD BE?

List of Old Ways and New Ways of Seeing that your paper could address around topics:

- a. raised by your info comic/graphic novel
- b. connected to its field of study or practice
- c. connected to info comics/graphic novels, knowledge, research education, society ...

3. WHY? and HOW?

Focus on main stakeholders of your paper (field) and PK (general audience)

- a. WHY: what perspectives/contexts/values do stakeholders bring, what's at stake for them?
- b. HOW: what actions/next steps/questions might you move them toward?

4. CALLS TO ADVENTURE and CALLS TO ACTION

For each stakeholder, brainstorm:

- a. specific possible adventure calls using different mixes of logos, pathos, ethos
- b. specific possible action calls using different mixes of logos, pathos, ethos

5. STAR MOMENTS

From your info comic/graphic novel:

- a. select several of your favorite parts or features
- b. how could contribute to your struggle to thought?

6. KEY CONCEPTUAL POINTS AND MOVES

Return to you spreadsheets and extract

- a. key concepts that you can use to build your theory
- b. specific argumentative moves (invention, definition, comparison, discrimination, opposition, analogy, inversion, surprise, summation) you can emulate

7. EUREKAS!