

Art 195

Name _____

Art & Text

You earned _____ out of 50 possible points.

Graphic Novel Stories and Storytelling

story = a narrative, either true or fictitious, in prose or verse, designed to interest, amuse, or instruct the hearer or reader; tale; a narration of the events in the life of a person or the existence of a thing, or such events as a subject for narration; a report or account of a matter; statement or allegation.



Annie Leibowitz, Susan Sontag, c. 2000.

Object

This semester, we have examined numerous means for conveying meaning. When we began to consider myth and storytelling, we moved from minute and concise ways of meaning to more complex and multifaceted strategies for building understanding. Your final project requires you to compose a graphic novel - a book that combines words and text in the form of a story - to tell a story that is obviously rooted in semiotic understanding.

Your challenge in this project is to cleverly combine image and text to tell an engaging story that demonstrates what you've learned. The visual elements of your graphic novel need not be drawn by your own hand, and your story can be

found, reimagined, or revised. The graphic novel may be fiction or non-fiction, an essay or argument, a taxonomy (i.e. infographic) or analysis. Regardless of form, style, or genre, the graphic novel must clearly present a beginning (argument / mystery), middle (support / conflict / turning point), and ending (conclusion / resolution). As well, the story that you construct must be submitted in book form (although, you are encouraged to think imaginatively on the concept of "book"), and be comprised of a minimum of eight pages, plus a front and back cover.

Final Presentation

You will be asked to present your graphic novel during our scheduled final exam time - Wednesday, May 18 from 4:15 pm to 6:45 pm. Consider this presentation a timed defense of your submission. While your graphic novel is shared with your colleagues, you will be asked to summarize your story (not read it in its entirety) as well as identify and explain how you utilized a minimum of three visual and three textual concepts from the Hall textbook to tell your story. Finally, you will be asked to elucidate what you learned about conveying meaning through this project.

Some Ideas (to spark your imagination)

- Tell an urban legend or contemporary news story
- Write a survival guide for a specific situation (i.e. Great Art in the OC or Getting an A in Art 195)
- Appropriate a short text (i.e. found list, Facebook post, blog article) and make it your own through textual changes and visual additions
- Critically evaluate a work of art, event, or statistic by narrating a taxonomy (infographic)
- Using the lyrics of a popular song as your text, tell a story through images that significantly expands the meaning of the song

Graphic Novel Grading Rubric		
Graphic Novel Form		
	Mindful organization of narrative (beginning, middle, & end)	out of 5 points
	Visual elements and text serve the story well	out of 5 points
	Cover introduces story and entices reader to explore	out of 5 points
Graphic Novel Concept		
	Engaging narrative	out of 5 points
	Use of myth & narrative concepts in Barthes and beyond	out of 5 points
Execution		
	Physical properties of novella and pages (graphic design)	out of 5 points
	Obvious commitment of time & thought	out of 5 points
Final Presentation - Defense		
	Story summary	out of 5 points
	Explanation of elements in semiotic terms	out of 5 points
	Evidence of learning	out of 5 points
		out of 50 points



Micol Hebron, *It's All I Know*, 2012.

A 23-hour performance in which the artist recounted everything that she knew until her body collapsed. Performed this in Bebelplatz, Berlin, in front of Humboldt University (the oldest University in Berlin), and the Opera House, on the plaza where Nazi's once burned 20,000 books.