For the graphic novel course, you have *four options* for the final assignment.

* a creative piece, where you create a 4-6 page graphic story that can be hand-drawn or digitally created using either photographs or Bitstrips (or other animation program that you are aware of)
* a genre, author, or character study, where you *investigate* and *present information* on one of the following: (i) a sample of graphic novel titles in a particular genre (including manga); (ii) the works of one author/artist; or (iii) the various storylines and representations of one comic character (e.g. Batman, Spiderman, Wonder Woman) of that character’s history. The presentation can take the form of a bulletin board, a comic, a video, a podcast, prezi, powerpoint, or game/quiz.
* an issue study, where you *investigate* and *present information* on one of the following: (i) race representation in comics; (ii) gender representation in comics or (iii) sexual orientation in comics. The presentation can take the form of a bulletin board, a comic, a video, a podcast, prezi, powerpoint, or game/quiz, and should address the following questions with supporting evidence: (a) what is the background to the issue? (b) what are the main positions taken about the issue, and why? (c) what changes have there been since this first was raised as an issue?
* A **study in the mechanics of sequential art**, where an issue such as “how is action or suspense created in sequential art?” Your assignment is to *investigate* and *present information* explaining techniques used by artists to engage readers using examples from at least two separate comic/graphic novel series. The recommendation would be to explore the issue of building suspense and/or simulating action, but other topics are also possible. The presentation can take the form of a bulletin board, a comic, a video, a podcast, prezi, powerpoint, or game/quiz.

All final assignments will be presented and due on Monday, June 20th.

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| **Criteria** | **Level 1 (50-59%)** | **Level 2 (60-69%)** | **Level 3 (70-79%)** | **Level 4 (80-100%)** | **%** |
| **Knowledge/ Understanding**  Student demonstrates understanding of the most important elements of graphic novel storytelling | demonstrates a limited knowledge and understanding of the most important elements of graphic novel storytelling | demonstrates some knowledge and understanding of the most important elements of graphic novel storytelling | demonstrates considerable knowledge and understanding of the most important elements of graphic novel storytelling | demonstrates a thorough knowledge and understanding of the most important elements of graphic novel storytelling | /25 |
| **Thinking**  Student brings analysis of graphic novels to the project | Demonstrates analysis of graphic novel texts with limited effectiveness | Demonstrates analysis of graphic novel texts with some effectiveness | Demonstrates analysis of graphic novel texts with considerable effectiveness | Demonstrates analysis of graphic novel texts with a high degree of effectiveness | /25 |
| **Communication**  Student communicates a clear message | Communicates a clear message with limited effectiveness | Communicates a clear message with some effectiveness | Communicates a clear message with considerable effectiveness | Communicates a clear message with a high degree of effectiveness | /20 |
| **Application**  Student applies knowledge of graphic novels for the project | Applies knowledge with limited effectiveness | Applies knowledge with some effectiveness | Applies knowledge with considerable effectiveness | Applies knowledge with a high degree of effectiveness | /30 |