Minnesota State University Moorhead

ART 305H: Sequential Art

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 2

Lab Hours/Week: 4

OJT Hours/Week: *.*

Prerequisites:
This course requires the following prerequisite
   GID 230 - Introduction to Digital Design

Corequisites: None

MnTC Goals: None

This course investigates strategies for visual storytelling. Students will utilize both traditional and digital media.

B. COURSE EFFECTIVE DATES: 02/02/2015 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. History of sequential art
2. Scripting and storytelling strategies
3. Page and panel layout
4. Character design

D. LEARNING OUTCOMES (General)

1. Apply the elements of art and principles of design to create successful page layouts and panel compositions.
2. Utilize drawing from life as the basis of sequential art.
3. Understand and apply story structure in sequential art.
4. Understand the history and functions of sequential art, including its application to contemporary visual art, social justice movements, educational comics, and other forms of narrative media.
5. Utilize traditional and digital media to create web and print based sequential art.
6. Demonstrate knowledge of successful character design.
7. Understand and utilize sequential art terminology.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted