



Eskişehir Osmangazi University College of Art and Design  
Visual Communication Design Department

COURSE INFORMATION FORM

		SEMESTER		FALL		
COURSE CODE	141317012	COURSE NAME	COMICS DESIGN			

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
7	2	2		3	5	Elective	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	Art	Design	Visual Communication	Social Science
	2	2	1	

EVALUATION CRITERIA			
ASSESSMENT		EXAM TYPE	PERCENTAGE OF EXAM
EXAMS IN SEMESTER	Midterm Exam	Project	40
FINAL		Project	60
EXCUSE EXAMINATION			
RESIT EXAMINATION			

RECOMMENDED PREREQUISITES OF COURSE	None
BRIEF CONTENTS	History of comic books, popular comic books and authors, Comic Book design steps: Idea and Concept, the plot and script, artwork, Penciling, Inking, Coloring, Lettering, Editing and Printing or Publishing, examples and practices
COURSE OBJECTIVES	With this course the students will develop a comic project and develop visualizations of comic stories.
CONTRIBUTION TO VOCATIONAL EDUCATION	<ul style="list-style-type: none"><li>Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.</li><li>Ability to understand and practice the design process, its steps, and production techniques.</li></ul>
LEARNING OUTCOMES	<ul style="list-style-type: none"><li>Define comics development methods</li><li>Express his/her comics with different drawing tools</li><li>Present the final comics with proper methods.</li></ul>
TEXTBOOK	McCLOUD, S., Making Comics: Storytelling secrets of comics, manga and graphic novels, William Morrow Paperbacks, 2006, ISBN: 978-0060780944
REFERENCES	ALPIN, H., Çizgi Roman Ansiklopedisi, İnkılap Kitabevi, 2007, ISBN: 9789751024367 CANTEK, L., Türkiye’de Çizgi Roman, İletişim Yayıncılık, 2012, ISBN: 9789750509261
MATERIALS	Design tools and materials



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WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	History of comic books, popular comic books and authors,
2	Samples of comic books, Best drawers
3	Comic Book design steps: Idea and Concept, the plot and script,
4	Comic Book design steps: Artwork, Penciling, Inking, Coloring, Lettering,
5	Comic Book design steps: Editing and Printing or Publishing,
6	Supervision and practices
7	MIDTERM EXAMS
8	MIDTERM EXAMS
9	Supervision and practices
10	Supervision and practices
11	Supervision and practices
12	Supervision and practices
13	Supervision and practices
14	Presentations of projects
15-16	FINAL EXAMS

NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES	CONTRIBUTION LEVEL		
		1 low	2 med	3 high
1	Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.		x	
2	Understanding of the design culture, ethics, and the rights and responsibilities of designers.		x	
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.			x
4	Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.		x	
5	Ability to recognize the design techniques and technology and to identify their differences, applications and methods.	x		
6	Ability to understand and practice the design process, its steps, and production techniques.			x
7	Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.		x	
8	Ability to utilize various artistic and industrial production techniques.	x		
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.		x	
10	Awareness for the protection of nature and the environment as well as eco-design,		x	
11	Ability to prepare social responsibility projects in order to raise design awareness.		x	

LECTURER	SIGNATURE	DATE
Tunçemre Doğramacı		13.04.2016