ESOGU Faculty of Art and Design
Visual Communication Design Department
COURSE INFORMATION FORM

SEMESTER	Autumn

COURSE CODE	141317012	COURSE NAME	Comic Book Design

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	Type	Language
5	2	2	0	3	5	COMPULSORY ( ) ELECTIVE (X)	Turkish

COURSE CATEGORY				
Basic Education	Art	Visual Communication	Desing	Social Science
1	1	1	2	

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
MID-TERM	1st Mid-Term	1	40
	2nd Mid-Term		
	Quiz		
	Homework		
	Project		
	Report		
	Others (………)		
FINAL EXAM		1	60

PREREQUIEITE(S)	
COURSE DESCRIPTION	Introduction, basic comic book information, short history of comics, major comic book techniques and style research. Application projects.
COURSE OBJECTIVES	To learn about the techniques of comics, which is a visual communication tool and an original design discipline, and to be able to apply at a basic level.
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	This course contributes to understanding the application areas and methods of comics, which is an original design and visualization discipline, and to produce different solutions as an illustrator.
COURSE OUTCOMES	1) Metin ve resimleme ilişkisini çözümler. 2) Metni görselleştirmek üzere senaryo çalışması yapar. 3) Özgün bir stil ve teknik geliştirir. 4) Farklı malzemeleri kullanır. 5) Bir öyküyü ardışık karelerde ve çizgi roman unsurlarından yararlanarak anlatır.
TEXTBOOK	McCloud, Scott, Çizgi Roman Yapmak (2022)
OTHER REFERENCES	McCloud, Scott, Çizgi Romanı Anlamak (2019) McCloud, Scott, Çizgi Romanın Yeniden Keşfi (2021)

TOOLS AND EQUIPMENTS REQUIRED	Drawing pad, paper of different sizes and structures, pencils of different colors and structures, all kinds of paints, soft erasers, metal sharpeners, all kinds of materials that can be used in illustration.

WEEKLY COURSE SYLLABUS	
WEEK	**TOPICS**
1	Information about the aim, content, operation, subjects and project of the course. Sharing basic information about comics
2	Project work Comic book applications and examples Script work
3	Project work Comic book techniques, style studies and sketches The framing of the script
4	Project work Sketches for the project
5	Project work Sketches for the project
6	Project work Evaluation and approval of the sketches prepared for the project
7	Project work Transition from sketches to original and project completion
8	MIDTERM EXAMS
9	Project description
10	Research and topic suggestions for the project
11	Project work Comic book techniques, style studies and sketches Script work
12	Project work Sketches for the project
13	Project work Sketches for the project
14	Project work Evaluation and approval of the sketches prepared for the project
15	Project work Transition from sketches to original and project completion
16	FINAL EXAM
17	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	**2**	**1**
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines.	x		
2	Ability to comprehend design culture and ethics, designers' rights and responsibilities		x	
3	The ability to grasp the visual language and aesthetic sensitivity of design and to reflect these on designs	x		
4	Ability to analyze critically, reflect this on their designs, and offer appropriate solutions to problems		x	
5	Ability to recognize design technique and technology, comprehend application areas and methods	x		
6	Ability to comprehend and apply the design process and production techniques	x		
7	Ability to update design information in line with the requirements of the age and technological developments		x	
8	Comprehending local and universal values; ability to develop an understanding of design from local to universal		x	
9	Ability to comprehend the importance of sustainable design in the protection of nature and the environment		x	

| 10 | The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems. | | x | |

1: None. **2**: Partially contribution. **3**: Completely contribution.