

# MINOR IN COMIC STUDIES

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## Program Learning Outcomes

- a. Analyze and express how comics uniquely convey meaning as a distinct medium, identifying significant formal features in their development and speaking to their purpose and contribution to storytelling;
- b. Articulate a broad understanding of the history and evolution of the comics medium, an awareness of existing and emerging genres and styles of comics across the globe;
- c. Articulate an awareness of historically significant creators, and the place of individual works in relation to larger contexts;
- d. Effectively communicate a narrative or idea through the comics form utilizing a variety of different approaches;
- e. Recognize the ways that they can employ the comics form to speak to real-world situations including an awareness and sensitivity of the way in which working with visual images can provoke different effects than working solely with text;
- f. Use comics form as a means of self-discovery and expression.

## Comic Studies Minor – 12 units

Students completing the minor will be required to take one core course and 9 additional units of electives.

All coursework used to satisfy the requirements of the minor must be completed with a minimum grade point average of 2.0.

### Core (3 units)

| Code    | Title              | Units |
|---------|--------------------|-------|
| HUM 325 | Comics and Culture | 3     |

### Electives (9 units)

Select three:

| Code                | Title                                                   | Units |
|---------------------|---------------------------------------------------------|-------|
| ENG 300/<br>C W 501 | Graphic Memoir and Biography                            | 3     |
| HIST 304            | Teaching History with Comics                            | 3     |
| LS 304              | Making Comics                                           | 3     |
| LS 604              | Advanced Comics Making                                  | 3     |
| WGS 580             | Feminism and the Speculative: Another World is Possible | 3     |