RWS 413: Project 3

# Prompt (2 parts):

**Part 1: Apply the conventions of sequential narrative and visual rhetoric including formatting, mechanics, organization, construction, grammar, spelling, and citation practices as you create your own comic with a complete story arc.** You can draw inspiration from any of the comics we’ve read this semester (including: *Dark Spaces Wildfire: Volume 1, Victor LaValle's Destroyer. Issue 1-6, The Magic Fish, This Place: 150 Years Retold*), or you can find other comics on your own using a [comic book database](https://libguides.sdsu.edu/c.php?g=409672&p=6978998)).

**Part 2: In a separate multimodal essay, comic, or presentation** detail and discuss your intended audience, the rhetorical and narrative decisions you made to tell your story and the effectiveness of communicating your story. Indicate the assumptions you made about your audience. Discuss the decisions and creation process as it pertained to inclusivity/exclucity of marginalized groups, character development, and stereotypes. Fulfills SLO numbers: 1, 2, 3, 4, 5, 6,7.

## PROJECT OPTIONS:

**Part 1:** By this point in the semester, you’ve studied what others have done and how they’ve done it. You now get to write your own story. You might write something original (fiction) or a piece of nonfiction based on your life, or someone else’s life. Pick any genre. You also get to make all of the rhetorical decisions as you tell your story. Think about the elements of visual rhetoric and storytelling that you think will both clearly communicate your ideas and hold the audience's interest. You may want to go back and review the readings we did for Module 1 as we discussed the elements that go into making comics.

Don’t feel like you have to be able to draw to complete this assignment! I can’t, as you’ve seen throughout the semester. We’ll explore various options that will allow you to use technology to help create the visuals for this assignment. You can also draw stick figures if you want. I won’t grade based on the quality of your art, but rather on the clarity of the thoughts expressed using pictures and words, and the ability to keep the attention of the reader. Whatever you choose to use for the visuals, make sure to keep your intended audience in mind. The length of the comic is up to you, but you should tell a complete story (full arc).

**Part 2:** Your job in part 2 is to discuss the behind the scenes information on the creation process, and I’m your audience. You can make a presentation to give to the class, or you can record your presentation. You also have the option of writing a multimodal text to turn in. Whichever option you choose, make sure to refer to specific elements of your comic throughout your analysis.

## THE COMIC BOOKS YOU ANALYZE:

While you won’t be analyzing any outside comics for this project, you may want to pick some favorites that we or you have read. Use those comics as **mentor texts.** Identify the elements of the comics that you admired, and try to utilize those techniques as you create your own work.

## YOUR AUDIENCE:

**Part 1:** You should have a specific audience in mind as you write your comic. Think about your audience’s: age, education level, life experience, values, beliefs, cultural background and exposure to other cultures, location, attention span, genre preferences, etc.

**Part 2:** I’m your audience for this part of the assignment.

## Research and Outside Sources:

You don’t need to include any outside sources for this project, but like I said before, you may want to read up on some mentor texts. **Feel free to use the comics we’ve discussed in class, or find some on your own. Or better yet, meet with a librarian!** [Pamela Jackson](https://library2.sdsu.edu/people/pamela-jackson) is our Comics Guru in the Library and I’m sure she could help point you in the right direction. If you mention any of the mentor texts in your analysis of your comic (section 2) then you’ll need to cite them on a works cited page with the final draft.

# CREATION PROCESS and ASSIGNMENT GRADING RUBRIC:

We’ll work on your projects in steps. Some of the work will be done on your own, and some we’ll work on together.

## Conferences (15 points):

I’ll meet with each of you to discuss your project. This can be done at the onset of the assignment, near the end, or anytime in-between. I’ll have set conference times you can sign-up for, or you can schedule an appointment to meet with me. See the syllabus or Canvas for the final due date for completing your conference.

## Outline (10 points):

You’ll create an outline of some kind to help you organize your thoughts and ideas. It’s up to you what the outline looks like. Most likely, I’ll have you review other student’s outlines so you can see how they plan on organizing their project, and so you are exposed to new ways of doing things. See the syllabus or Canvas for the due date.

## Rough Draft (15 points):

**You’ll complete a full (not partial) rough draft of Part 1 (not part 2)** . It doesn’t need to be perfect, but it should be complete. See the syllabus or Canvas for the due date.

## Peer Reviews (10 points):

You’ll peer review two other student’s rough drafts in order to help them refine their project and to help you reflect on your own work. We’ll either complete peer reviews in-class, or online. See the syllabus and Canvas for more information and the due date..

## Final Draft, Citations, and Project Reflection (200 points):

Your final draft for parts 1 and 2 should be submitted by the due date listed on the syllabus and Canvas. If you’re giving an in-person presentation for part 2, we’ll make time for that in one of our class sessions. If you have hard copies, they need to be submitted the final day of class for this module. Digital drafts should be submitted on Canvas.

Include a clearly organized citations page that includes the comic you may have referenced in part 2.

Before submitting your final draft you’ll write a short reflection of the creation process for the project. The goal of the reflection is to make yourself aware of the things you did well, and to recognize what you might want to do differently next time.

***NOTE: NO LATE WORK* is not allowed for the final draft of this assignment.**

### Final Draft Grading Rubric (200 Points)

#### PART 1-The Comic: (100 points)

* Story Arc (10 points)
* Character Development: Protagonist, Antagonist, Secondary Characters (10 points)
* Visuals (10 points)
* Words (10 points)
* Flow and Organization (10 points)

#### PART 2: (100 points)

* Explanation of Story Arc and audience (8 points)
* Explanation of Characters and audience (10 points)
* Explanation of Visuals and Rhetoric and audience (10 points)
* Explanation of Words and audience (10 points)
* Explanation of Flow and Organization of the pages and audience (10 points)
* Project Reflection Statement (2 points)