

Course Title	Comic Book Theory and Design				
Course Code	GRD370				
Course Type	Elective				
Level	Bachelor (1 st Cycle)				
Year / Semester	3 rd Year/ 6 th Semester or 4 th Year/ 8 th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours/14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	The course is designed to teach students the basic principles and techniques of comic book design. The course is mostly practice based however, students will have the opportunity to explore the historical and theoretical aspects of comic book design. At the same time, they will use this knowledge for more graphic design approaches such as producing storyboards for video productions and advertisements.				
Learning Outcomes	<p>Upon completion of the course the students are expected to be able to:</p> <ul style="list-style-type: none"> • Create comic book characters and stories. • Demonstrate practical knowledge of the basic principles of linear narrative. • Explain and analyze topics related to the theoretical and historical aspects of comics. • Identify the role of comic book heroes in the silver screen and their impact on society. • Apply the various principles of creating comics in other graphic design projects 				
Prerequisites	GRD215	Co-requisites	None		
Course Content	<p>During the course, the students will study the following thematic areas:</p> <ul style="list-style-type: none"> - Design of comics and various characters. - Dynamic anatomy and perspective plan. - Different styles / styles (Manga, western style / style, etc.). - Concept of storytelling and illustrating from a script. - Historical and theoretical aspect of comic book design - Producing storyboards in videos and advertisements. 				
Teaching Methodology	<p>Lectures</p> <p>Work in Groups</p> <p>Individual Tutoring</p>				

	<p>Critiques</p> <p>Independent learning</p> <p>Workshops</p> <p>Presentations</p>								
Bibliography	<p><u>English Bibliography:</u></p> <ul style="list-style-type: none"> - Stan Lee, Stan Lee's How to draw comics, Watson-Guptill. - Scott McCloud, Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels, William Morrow. - Ashley Wood, Starling Book 1: Ashley Wood, IDW Publishing. <p><u>Greek bibliography:</u></p> <ul style="list-style-type: none"> - Γιώργος Γεωργέλος, Πρώτος Κατάλογος των Ελληνικών Εκδόσεων Κόμικς/από το 1939 έως και το 2010, Esperos Comics. - Τσεκούρας Θεωρής, Το απίθανο βιβλίο των πιο αστείων υπερδυνάμεων, Petita Demas Ltd. 								
Assessment	<table border="1"> <tr> <td>Major Project</td> <td>40%</td> </tr> <tr> <td>Assignments</td> <td>50%</td> </tr> <tr> <td>Class Participation and Attendance</td> <td>10%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </table>	Major Project	40%	Assignments	50%	Class Participation and Attendance	10%	Total	100%
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Language	English								