

CRIPPING VISUAL CULTURE
Fall 2018 | University of Wisconsin - Madison

ART HIST 430 Topics in Visual Culture: Crippling Visual Culture
GEN&WS 370 Topics in Gender and Disability: Crippling Visual Culture
Instructor: Jessica A. Cooley

Project 3
Comics and Graphic Medicine

Student workshop in small groups of works in progress: 11/27

FINAL PROJECT DUE BY 5PM ON 12/2, SUNDAY

DESCRIPTION:

In this module, we will/ have been discussing how disability intersects with the medium of comics, graphic novels, and graphic medicine. Specifically, we've attended to the ways that the interplay of visual art, text, and temporality lend themselves to representations of mental illness, less visibly apparent disabilities, or neurodiversity. We will/ have also considered the role of speculative fiction in comics, graphic novels, and graphic medicine as a tactic for reimagining and surviving a world that is built against you architecturally, institutionally, or structurally (think of the requirements of our system of education in terms of the Margaret Price chapter).

This assignment asks you to think with disability and the medium of comics, graphic novels, and graphic medicine by doing one of the following:

1. Create a comic, graphic novel, or work of graphic medicine that reimagines a scenario differently. That is, think of a time in your life, or in someone else's life, where the world was inhospitable to people with mental illness, less visibly apparent disabilities, or neurodiverse folks (classroom space, public space, or workplace) and create a comic that rewrites the experience in a way that would have supported, accommodated, and radically accepted them.
2. Create a comic, graphic novel, or work of graphic medicine that tells your own story.
3. Create a comic, graphic novel, or work of graphic medicine that builds off one already created. Select a scene from *Marbles: Mania, Depression, Michelangelo, and Me: A Graphic Novel* or another work (talk to me first) and make an intervention into it. This could take multiple forms: A) Draw yourself into the comic and imagine yourself having a conversation with one of the characters, B) Rewrite one of the scenarios with yourself as the main character, C) Explore the "gutters" and imagine what else might have happened between the spaces?

INSTRUCTIONS:

You will create a comic, graphic novel, or work of graphic medicine either by hand drawing it, copying a pre-existing work and removing certain elements and drawing/writing in new elements, or using collage to copy and paste a work together.

STUDENT WORKSHOP OF WORKS IN PROGRESS:

On Tuesday, November 27th you will workshop your work-in-progress in small group.

ONLINE SUBMISSION OF FINAL PROJECT:

1. Follow this folder path within UW Box: “*Crippling Visual Culture*” → “Project 3” → “Final Projects: Due Sunday, December 2nd by 5pm”
2. Upload your project by **5pm on Sunday, 12/2**
3. Name your digital files with this naming convention: LAST NAME_FIRST NAME_PROJECTNUMBER_CVC_2018.pdf

For this assignment, were I submitting one, it would look like this:
COOLEY_JESSICA_PROJECT3_CVC_2018.pdf

Deadline: December 2nd, by 5pm. As indicated in the syllabus, all assignments must be uploaded to the online course box by 5pm on this date.

Project 3 *Comics and Graphic Medicine* **Assessment and Comments**

Student Name:

1. The project demonstrates an understanding of the ways in which disability narratives can take shape in the medium of comics, graphic novels, and graphic medicine by engaging with visual, written, and temporal features. [30 points]
2. The project engages with speculative fiction, neurodiversity, non-apparent disability, or mental illness in a substantial way. [30 points]
3. The work clearly shows time spent to produce an innovative, thoughtful, and creative project. [20 points]
4. The assignment follows the instructions. [10 points]

Total Points/Grade: /100 (see course website for letter-grade conversion)

Comments: