



Teaching Comics on a Superior Course of Technology in Graphic Design of a Federal Institute: Authorship, Digital Technologies and Publishing

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Comics have a particular language that demands from creators, and also the readers, the knowledge about its codes to be completely understood. In the academic environment where this research will take place, we realize that the students make their comics in a spontaneous way, fulfilling their necessities of authorial expression, even though they don't have a deep study about the particularities of this language. This project intends to help students on this purpose, providing ways that they could create their comics based on theoretical knowledge, potentializing the visual narrative of their comics. For this purpose, the use of Digital Technologies of Information and Communication as support is essential to implement the process on making comics. The digital social network Instagram is going to be the platform where the digital comics (webcomics), created by the students, will be vehiculated, searching the interest of the public for their projects. This research intends to investigate how to create and publish on the Internet an authorial comic, by a didactic sequence, using the Digital Technologies of Information and Communication. It also intends to awake the interest to become authorial professionals on the comics branch in the students. They will be able to build an audience through Instagram and, focusing their efforts in a specific group, there will be the possibility of commercialize their creations as a independent author, participate in pop culture events specialized in this field or be sponsored by crowdfunding to make feasible their authorial projects. This research will be developed with the students of the elective discipline "Comics", on a Superior Course of Technology in Graphic Design. On the initial stage, it will be applied a form which intends to discover the students knowledge about comics, their familiarity with the subject, their drawing styles and their pretensions. On another stage, it will occur a pedagogic intervention in which a didactic sequence will be applied. The results of the form will be analyzed by content analysis, and the comics created by the students, as a result of the pedagogic intervention proposed, will be analyzed by speech analysis. The educational product of this dissertation will be a pedagogical notebook that will contain the didact sequence, orientations to its application in the classroom and the theoretical referential. With this project, we hope that the students could be able to develop their authorial comics, without using previous existing models, helped by the Digital Technologies of Information and Communication, and exploring the resources of the digitals social network to spread their creations.