MODULE/COURSE HANDBOOK

Illustration for Books and Comics					
Module/ Course Title Illustration for Books and Comics	**Student Workload** 3 Credits x 16 meetings x 170 / 60 = 136 hours/ Semester	**Credits (ECTS)** 3 Credits x 1.59 = 4,77 ECTS	**Semester** 7	**Frequency** 16 meetings (include Mid-term Exam and Final Exam)	**Duration** 16 meetings
1	**Type of course** ● Experience ● Lecture-Lab ● Studio	**Practice Lecture** 28,55 x (3 Credits x 1.59) = 136,18 hours/Semester			**Class size** 30 students
2	**Prequisites for participation (if applicable)**				
3	Learning outcomes (PLO+CLO) PLO-8 Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration. PLO-9 Capable of designing, implementing, and developing artistic skills to produce innovative works, media, and learning resources for educational and entrepreneurial purposes. CLO-1 Students are able to design, develop, and produce original and creative book illustrations and comics, using various media and technologies. CLO-2 Students are able to develop visual media in the form of innovative illustrated books or comics as learning resources or as creative products for entrepreneurship.				
4	**Subject aims/content** This course contains the understanding and application of techniques, types, and styles of illustration for the needs of print media. It includes illustrations for editorials, book publishing, children's books, and comic & graphic novels. Lectures are carried out through project design, where students first conduct character and setting studies, field studies, and an understanding of the character of the media to be used, as well as the intended target audience. The course				

encourages a practical approach to illustrating, enabling students to create works that are both artistically strong and tailored to specific media and audience needs.

The course will cover various types and styles of illustrations, including editorial illustrations, illustrations for children's books, and the unique aspects of comics and graphic novels. Students will learn the fundamental techniques for producing effective illustrations that communicate the desired narrative or message through visual means. Additionally, the course will explore character design, environment creation, and how to adapt illustrations to fit the target audience's preferences. There will be a focus on understanding the dynamics between visual storytelling and the specific demands of different print media, such as books, magazines, and comics. Field studies and media research will help students gain insights into how the visual style and medium must align with the content and audience expectations.

By the end of the course, students will be able to apply various illustration techniques to create effective and engaging works for print media. They will demonstrate the ability to design characters, settings, and narrative elements that suit the intended media and audience, with an understanding of the relationship between visual style and content. The final output will include a portfolio of illustration projects, which could include a series of editorial illustrations, a children's book illustration set, or comic/graphic novel pages. This portfolio will showcase the student's creativity, technical skills, and ability to adapt their work for specific print media and target audiences.

5	**Teaching methods** Interactive lecture, **project-based learning**, role plays and simulations Guided instruction, project based learning
6	**Assessment methods** Project assessment(Design), portfolios of students work, presentation
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Drs. Imam Zaini, M.Pd. Khoirul Amin, S.Pd., M.Pd. Kartika Herlina Candraning Shiam, S.Pd., M.Pd.
9	**Reference** Major 1. Yusa, I. M. M., Anggara, I. G. A. S., Muhdaliha, B., Putra, I. G. N. A. Y., Prasetyo, D., Ramadhani, N., ... & Sallu, S. (2024). *Ilustrasi Digital: Teori dan Penerapan*. PT. Sonpedia Publishing Indonesia. 2. Gumelar, M. S. (2023). *Making Comics: Comics Making*. An1mage. 3. Gray, P. (2023). The Ultimate Book of Drawing and Illustration: A Complete Step-by-Step Guide. Britania Raya: Arcturus Publishing. 4. Sailsbury, M. (2022). Drawing for Illustration. Britania Raya: Thames and Hudson Limited.

5. Williams, M. '. (2022). Basics Illustration 03: Text and Image. Britania Raya: Bloomsbury Academic.
6. Horton, I., Gray, M. (2022). Art History for Comics: Past, Present and Potential Futures. Jerman: Springer International Publishing.
7. Greenberg, M. H. (2022). Comic Art, Creativity and the Law. Britania Raya: E-CONTENT GENERIC VENDOR..
8. Hatfield, C., & Beaty, B. (Eds.). (2020). *Comics studies: A guidebook*. Rutgers University Press.
9. Harthan, John. 1997. The history of the illustrated book, the western traditional. London : Thames & Houston.
10. Brinkerhoff III, S. (2020). You Can Draw Comic Book Characters: A Step-by-step Guide for Learning to Draw More Than 30 Comic Book Characters. Amerika Serikat: Walter Foster Jr.
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Alan. 2003. Childrens book cover . USA: Powers.
4. Bang, Molly. 2000. Picture this : How pictures work . Boston: Seaster books.
5. Bunanta, Murti. 2000. Cerita rakyat Indonesia . Jakarta: kelompok pecinta buku anak.
6. Tony Caputo, Harlan Ellison. 2002. Visual story telling : The Art and Technique. Watson-Guptil.