



Jason Reynolds/Jason Griffin, Jilian Tamaki, Keezy Young

# THE GRAPHIC NOVEL

SPRING 2025 • ART 294/ENGL 294 • T-TH 1:20-2:50pm

Instructors: Megan Vossler and Matt Burgess

Prerequisite: ART130, ENGL150, or instructor permission

In this team-taught, creative writing/studio art hybrid course, students will contribute to the rich medium of graphic novels by writing, drawing, and inking their own original comic book story. The stories will then be mass-produced into individual zines, and collected into a class-wide graphic novel anthology and ebook. This course has two fundamental goals: To help students work individually on a graphic storytelling project of their own devising: from the cultivation of an initial idea, to the further exploration of that idea through multiple drafts and storyboards, and then finally to sending it out into the world as a “completed” project, which is to say a project that is “good enough for now.” Our second, equally important goal, is to work collectively to build a mutually supportive artistic community dedicated to helping everyone achieve their best work. Along the way, students will also strengthen their technical drawing and design skills, view and analyze examples of visual storytelling from diverse artists, investigate a range of storytelling structures, learn how to communicate more effectively through images, and gain hands-on experience in the publishing process.

Please email [mvossler@macalester.edu](mailto:mvossler@macalester.edu) or [mburgess@macalester.edu](mailto:mburgess@macalester.edu) with questions!