

COURSE OUTLINE

(1) GENERAL

SCHOOL	OF SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ITE 505	SEMESTER	6
COURSE TITLE	VISUAL CULTURE AND 9TH ART: HISTORY, THEORY AND LANGUAGE OF COMICS		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
		3	5
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	SPECIALISED GENERAL KNOWLEDGE		
PREREQUISITE COURSES:			
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES		
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131168/		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The course offers a continuation and expansion of Visual Culture I, being at the same time an independent subject. After the fulfillment of the course students should be able to:

- 1. Understand the form and language of comics.**
- 2. Get to know the history of the birth and development of comics and graphic novels in America, Europe and Asia.**
- 3. Understand the phenomenon and evolution of the Postmodern.**
- 4. Understand the concepts and versions of popular culture (pop culture).**
- 5. Be able to understand the role of graphic arts in shaping the modern cultural landscape.**
- 6. Know the breadth of concepts and ideological messages of contemporary art.**
- 7. Know the role played by the 9th Art in the culture of the 20th century.**

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology

Adapting to new situations

Decision-making

Working independently

Team work

Working in an international environment

Working in an interdisciplinary environment

Production of new research ideas

Project planning and management

Respect for difference and multiculturalism

Respect for the natural environment

Showing social, professional and ethical responsibility and sensitivity to gender issues

Criticism and self-criticism

Production of free, creative and inductive thinking

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Others...

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1. Production of free, creative and inductive thinking.
2. Criticism and self-criticism.
3. Respect for difference and multiculturalism.
4. Search for, analysis and synthesis of data and information, with the use of the necessary technology.
5. Working independently.
6. Teamwork.
7. Working in an international and interdisciplinary environment.
8. Showing social, professional and ethical responsibility and sensitivity to gender issues.

(3) SYLLABUS

The following is an outline of the general frame of the course. The course focuses on part of this general frame per academic year.

More specifically:

- The course focuses on the so-called "9th Art", i.e. comics, in all their forms (comic strips, graphic novels, online, series, etc.) in all genres (fantasy, science fiction, history, a.k.a. genres of fiction) and throughout the world, from their birth in the 19th century to the present day.
- Particular emphasis is placed on understanding the structure (combination of image and speech) and function of this special and omnipotent art, as well as its effect on the moving image and digital media (cinema, animation, gaming) and in general on the cultural industries as a whole.
- Special emphasis is also placed on the cultural inclusion of the 9th art in the universe of visual arts and storytelling. The social role and ideology of comics in relation to ideologies, concerns and social movements from the 19th century to the present is also highlighted. Their relationship with audiences by generation is also examined.
- Greek comics will also have a special place in the course, with their particularly long history and presence from the post-colonial period until today. Greek authors are also presented, as well as publications, festivals, events and all activities related to comics in our country.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face to face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Using of ICT teaching	
TEACHING METHODS <i>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	Activity	Semester workload
	Lectures	
	Essay writing	
	Educational Visits	
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i> <i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	Course total	
	Open-ended questions, or Short-answer questions, or Multiple choice questionnaires, or Oral examination Or / and Essay with Public Presentation	

(5) BIBLIOGRAPHY

a. Coursebooks:

1. Daniele Barbieri, *Η Σημειωτική των Κόμικς, Μετάφραση: Γιάννης Μιχαηλίδης,*

Jemma Press, Αθήνα 2023.

2. Α. Κάουα, Ε. Σαμπανίκου, Π. Κρητικός, Μ. Τσελέντη (Επιμέλεια), Θέα Από Ψηλά: Φαντασία και Αφήγηση στα Κόμικς, Εκδόσεις Ηλίβατον, Αθήνα 2010, ISBN: 978-960-8085-13-8 (Κωδικός Βιβλίου στον Εύδοξο: 186784)
3. Μαριάννα Μίσιου, Τα κόμικς από το περίπτερο στη σχολική τάξη. Θεωρητικές, ερμηνευτικές και διδακτικές διαστάσεις, Εκδόσεις ΚΨΜ, Αθήνα 2010, ISBN: 9789606750502 (Κωδικός Βιβλίου στον Εύδοξο: 12613231)
4. Αντώνης Νικολόπουλος (Solour), Τα Ελληνικά Κόμικς. Αντανακλάσεις Ιδεών στις Σελίδες των Κόμικς, ΜΟΤΙΒΟ ΕΚΔΟΤΙΚΗ Α.Ε. - ΕΚΔΟΣΕΙΣ ΤΟΠΟΣ, Αθήνα 2012, ISBN: 9789604990481 (Κωδικός Βιβλίου στον Εύδοξο: 22768459)
5. Μαριάννα Μίσιου, Βουβά Κόμικς και Εικονοβιβλία. Τεχνικές αφήγησης στα βιβλία χωρίς λέξεις, Εκδόσεις ΚΑΛΕΙΔΟΣΚΟΠΙΟ, Αθήνα 2020, ISBN: 9789604712045 (Κωδικός Βιβλίου στον Εύδοξο: 94644233)
6. Γιάννης Σκαρπέλος, Ιστορική μνήμη και Ελληνικότητα στα Κόμικς, Εκδόσεις Κριτική, Αθήνα 2000, ISBN: 9789602182055 (Κωδικός Βιβλίου στον Εύδοξο: 11630)
7. Δημήτρης Κολιοδήμος. Τα Κόμικς, Εκδόσεις Αιγόκερως, Αθήνα, 2023, ISBN: 9789603227113 (Κωδικός Βιβλίου στον Εύδοξο: 122078492)

b. Additional Bibliography:

1. Scott McCloud, Κατανοώντας τα κόμικς. Η Αόρατη Τέχνη, Μετάφραση: Νίκος Καμπουρόπουλος, Επιμέλεια: Άλκηστις Τριμπέρη, Εκδόσεις Webcomics – 1^η Έκδοση: Μάρτιος 2014 (εξαντλημένο) - 2^η Έκδοση: Μάρτιος 2019, ISBN: 978-618-80597-1-9. Full PDF στα αγγλικά, εδώ: https://www.academia.edu/31720387/Understanding_Comics_The_Invisible_Art_By_Scott_McCloud
2. Roger Sabin, Κόμικς ή Κόμιξ; Η ιστορία μιας «σχεδόν» τέχνης, Μετάφραση: Γιώργος Μπαρουζής, Εκδόσεις Terzo Books, Αθήνα 1997 (εξαντλημένο) [προσβάσιμο μέσω της Βιβλιοθήκης του Πανεπιστημίου Αιγαίου]. Διαθέσιμο στο εμπόριο μόνο στο αγγλικό πρωτότυπο: Roger Sabin, Comics, Comix & Graphic Novels. A History of Comic Art, P HAIDON Publishers, 1996.
3. Πάνος Κρητικός, Εύη Σαμπανίκου, Εισαγωγή: Αβραάμ Κάουα, Ιχνηλατώντας το Φανταστικό. Τα ελληνικά κόμικς του Φανταστικού 1978-2004, εκδ. FUTURA, Αθήνα 2005, ISBN: 960-7980-95-6.
4. Εύη Σαμπανίκου, Αβραάμ Κάουα, Πάνος Κρητικός, Μυρτώ Τσελέντη (Επιμέλεια), Μεταξύ Φαντασίας και Πραγματικότητας. Σκέψεις και Απόψεις για τα Κόμικς, Έκδοση Τμήματος Πολιτισμικής Τεχνολογίας και Επικοινωνίας, Μυτιλήνη 2005 [Διαθέσιμο στη Βιβλιοθήκη του Πανεπιστημίου Αιγαίου]
5. Γιάννης Κουκουλάς, Η Αναπλαισίωση του Έργου Τέχνης. Διεικονικές Μυθοπλασίες στις Εικονογραφημένες Αφηγήσεις. ΚΑΛΛΙΠΟΣ – Ανοικτές Πανεπιστημιακές Εκδόσεις, Ψηφιακό Βιβλίο, προσβάσιμο στο: <https://repository.kallipos.gr/handle/11419/11520>
6. E. Sampanikou – E. Kavakli (eds), Aspects of Representation. Studies on Art and Technology. New Technologies in Contemporary Cultural Expression, Department of Cultural Technology and Communication – University of the Aegean, Mytilene 2008. ISBN: 978-960-87902-3-0.
7. Η. H. Arnason, Ιστορία της Σύγχρονης Τέχνης. Ζωγραφική, Γλυπτική, Αρχιτεκτονική, Φωτογραφία, εκδ. Επίκεντρο, Αθήνα 2005, ISBN: 978-960-6645-67-9 (Κωδικός στον ΕΥΔΟΞΟ: 15054).
8. Hal Foster, κ.α., Η Τέχνη από το 1900. Μοντερνισμός, Αντιμοντερνισμός, Μεταμοντερνισμός, εκδ. Επίκεντρο, Αθήνα 2007, ISBN: 978-960-458-047-7

(Κωδικός στον ΕΥΔΟΞΟ: 15037).

9. Γ. Κουκουλάς, *Γυναίκες στα κόμικς - Ηρωίδες για κάθε χρήση*, εκδ. futura, Αθήνα 2005, ISBN: 978-960-6654-02-8 (Κωδικός στον ΕΥΔΟΞΟ: 21316)
10. Λ. Ταρλαντέζος, *Ιστορία των Κόμικς*, εκδ. Αιγόκερως, 2006, ISBN: 960-322-250-X.
11. Α. Κάουα, *Εικονικά Βλεμματα. Μεταμοντέρνα αφήγηση στα κόμικς, τον κινηματογράφο και τη λογοτεχνία*, Εκδόσεις futura, Αθήνα 2002, ISBN: 960-7980-29-8
12. E. Sampanikou, "Generation X in Greek Comics", στο: Chr. Henseler (επιμ.), *Generation X Goes Global. Mapping a Youth Culture in Motion*, Εκδόσεις Routledge, 130-155.

Also:

Additional international bibliography (in languages other than Greek) is given during the lectures.

Related academic journals:

1. The Comics Grid. Journal of Comics Scholarship: <https://www.comicsgrid.com/>
2. Journal of Graphic Novels and Comics:
<http://www.tandfonline.com/toc/rcom20/current>
3. The Journal of Comics and Culture: <http://press.pace.edu/the-journal-of-comics-and-culture/>
4. The Comics Journal: <http://www.tcj.com/>
5. Studies in Comics: <https://www.intellectbooks.co.uk/journals/view-journal,id=168/>
6. Journal of Visual Culture: <http://journals.sagepub.com/home/vcu>
7. InVisible Culture: <http://ivc.lib.rochester.edu/>
8. History of Photography: <http://www.tandfonline.com/loi/thph20>
9. Art Theory and History: <http://ijath.cgpublisher.com/>
10. International Journal of Art Theory and Criticism:
<http://www.journalnetwork.org/journals/international-journal-of-art-theory-and-criticism#author-guide-tab>
11. Art History – Wiley Online Library:
[http://onlinelibrary.wiley.com/journal/10.1111/\(ISSN\)1467-8365](http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1467-8365)
12. The Journal of Aesthetics and Art Theory – Wiley Online Library:
[http://onlinelibrary.wiley.com/journal/10.1111/\(ISSN\)1540-6245](http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1540-6245)
13. Oxford Art Journal: <https://academic.oup.com/oaj>
14. International Journal of Art and History: <http://ijaahnet.com/>
15. The Art Bulletin: <http://www.tandfonline.com/loi/rcab20>
16. International Journal for Digital Art History: <http://dah-journal.org/>