

Att berätta en plats / Narration & Location

GFI K3

Assignment:

How does one tell a story? What stories can be found in a place? This course focus on sequential art, the widest possible definition of comics, where a lot of the meaning is created in the space between images. Your starting point and source of inspiration is a given location in Stockholm. Visit it, spend time there and let your mind wander, research its history, speculate about its future.

Find or create a story and tell it by *using images and / or words displayed in sequence*. This course is a chance to explore the narration tools of comics, but also a possibility to expand the concept of sequential art into new forms and mediums.

The second part of this assignment is to find a suitable medium in which you will publish your final piece. How can you make your work available and readable? And where? Is it available worldwide online, or in one specific location in a limited edition? Your choice of publishing method can be aligned with, or create friction with, your sequential narrative.

SCHEDULE :

WEEK 1

Monday 3 sept

k1 10

Introduction-picnic, warmup with comics & readings

Place: Svandammparken [T-Midsommarkransen, close to Konstfack]

In case of rain we'll gather at Konstfack by the cantine

Tuesday 4 sept

k1 10-12

Presentation of course theme, inspirations & assignment. Sara & Bitte.

Room: S4

k1 13.00 meetup at subway Telefonplan

Collective journey to Arkdes, Skeppsholmen [Address: Exercisplan 4, 111 49 Stockholm]

Visit & guided tour at exhibition "Public Luxury"

End time ≈ 15.30

Wednesday 5 sept

k1 9-16

Workshop in comics & narration with Bitte.

Room: S5

Thursday 6 sept

Independent study. Visit & research your place

Friday 7 sept

Independent study.

WEEK 2

Monday 10 sept

k1 9.00 - 16.00

Individual tutoring with Bitte o Sara, separate schedule will be sent out.

Room: Parasto & Emmas room

[k1 10 Exchange students meet with professors Johanna & Sara in their room]

ALSO: k1 13.30-14.30

Presentation by artist Rudy Loewe on their work with narration, comics and location

Room: GFI Project room (in studio)

Tuesday 11 sept

Independent study.

Wednesday 12 sept

Independent study.

Thursday 13 sept

Part time presentation in groups of 4. Present ideas/script, suggestions on medium for publishing. Separate schedule will be sent out.

Friday 14 sept

Independent study.

WEEK 3

Monday 17 sept

Independent study.

Tuesday 18 sept

k1 9-16

Tutoring with Bitte & Sara. Separate schedule will be sent out.

Room: GFI project room / Projektrummet

Wednesday 19 sept

Independent study.

k1 16.30

Lecture [in Swedish]: "Bilders makt" av Joanna Rubin Dranger

Rum: Svarta Havet. Frivilligt moment

Thursday 20 sept

Independent study.

Fredag 21 sept

Final presentation & launch party

COURSE DETAILS :

Dates

3-21 september 2018

Antal poäng / Points

12 hp

Kurs / Course

Grafisk formgivning och Illustration 4
GIK304

Kursansvariga / Responsible teachers:

Sara Kaaman
Bitte Andersson

Delkurs / Module

Begränsningarnas möjligheter

Kod: 1001

COURSE REQUIREMENTS (english version below)

Begränsningarnas möjligheter

Delkursens innehåll:

- längre uppgifter i problemlösning med specifika begränsningar
- utveckling av eget innehåll och det egna visuella språket utifrån teori och research
- självständiga projekt under handledning
- undersökning av visuellt innehåll i relation till utställningsrummet
- fördjupad undersökning av publiceringsformer
- konceptuellt arbete med gestaltning i professionell kontext
- den visuella kommunikationens samhälleliga roll, politiskt, ekonomiskt, socialt och professionellt.
- formgivnings- och illustrationsuppdrag med professionella perspektiv

Delkursens lärandemål:

Efter avslutad delkurs förväntas studenten visa förmåga att, i hög grad självständigt och med ett kritiskt förhållningssätt:

- beskriva, analysera och tolka form, teknik och innehåll i relation till visuell kommunikation samt tillämpa på relevant format
- planera, utveckla och genomföra egna längre projekt
- identifiera, beskriva, urskilja och lösa gestaltningsmässiga problem
- demonstrera ett eget visuellt språk och egna gestaltande verktyg
- ändamålsenligt tillämpa adekvata metoder och processer för att hantera komplexa företeelser, frågeställningar och situationer
- redogöra för och vara väl förtrogen med sin egen process och metodik
- ändamålsenligt tillämpa teori och research i sitt arbete och välmotiverat muntligt redogöra för inverkan på arbetsprocess och slutresultatet
- sätta sitt arbete i en politisk, ekonomisk, social och professionell kontext
- definiera sitt arbete och sin roll utifrån ett professionellt sammanhang
- visa sitt arbete i ett relevant utställningsformat
- reflektera över den egna utvecklingen inom både grafisk formgivning och illustration

The Possibilities of Limitations

Module content:

- Longer problem solving assignments with specific limitations
- Development of own content and the individual visual language based on theory and research
- Independent projects with tutoring
- Investigation of visual content in relation to the exhibition space
- Further investigation of publication formats
- Conceptual work with form in professional context

- The societal role of visual communication, political, economical, social and professional
- Design- and illustration commissions with professional perspectives

Module learning outcome:

After this module, the student is expected to show the ability to, with a high level of independence and a with a critical perspective:

- Describe, analyse and interpret form, technique and content in relation to visual communication and apply on relevant format
- Plan, develop and execute individual, longer projects
- Identify, describe, distinguish and solve form problems
- Demonstrate an independent visual language and individual design tools
- Sufficiently apply adequate methods and processes to handle complex phenomena, questions and situations.
- Describe and be well aware of one's own process and methods.
- Sufficiently apply theory and research in one's work and orally explain the impact it has had on one's process and on the final result.
- Place one's work in a political, economical, social and professional context
- Define one's work and one's role in a professional context
- Show one's work in a relevant exhibition format
- Reflect upon one's own development both in graphic design and illustration

