

ENG 232: COMICS AND GRAPHIC NOVELS

History

1. Nov 18, 2025 by Ben Linford (bjlinford)

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Effective Term

Winter 2026

Rationale and proposal summary

WCC is looking to expand our literature offerings to better match offerings at transfer institutions.

Course Cover

Full Course Title

Comics and Graphic Novels

Transcript Title

Comics and Graphic Novels

Subject Code

ENG - English

Course Number

232

Department

English & College Readiness (ENGD)

Banner Division

HSS

Division/College

Humanities, Social & Behav Sci (HS)

Org Code

11300

Course Description

In this course, students will read, interpret, and critique a wide range of comics and graphic novels. Students will be introduced to the history of comics as well as the vocabulary of comics. Students will analyze the use of the gutter, frames, line, color, and the interplay between text and image. Students will also analyze how the topics of superheroes, disaster, war, punk, illness and disability, gender and sexuality, race/ethnicity, among others, are represented within the context of comics and graphic novels. Students will engage actively with a variety of comics and graphic novels as well as the interpretations and insights of their classmates.

Planned Delivery Format

Face to Face

Has this course been approved for virtual or blended virtual?

No

Has this course been approved for online or online blended?

No

Grading method

Standard Letter, Audit

CIP Code

231499 - Literature, Other.

Occupational Indicator

No

ACS Code

110

Credit hours, contact hours, repeatability

Repeatable for additional credit

No

Course credits

3

Lecture contact hours

45

Lab contact hours

0

Other Contact hours

0

Other hours description

0

Are any of these clinical hours?

No

Total Contact Hours

45

Expected Total Contact Hours

45

Prerequisites and prerequisite skill levels

College-Level Math

No Level Required

College-Level Reading and Writing

College-level Reading and Writing

Approved Level I Prerequisite:

Academic Reading and Writing Levels of 6

Is concurrent enrollment an option for this prerequisite?

No

Course Assessment Plan

Learning Outcome

Outcome

Critically analyze comic works within social and historical frameworks.

Assessment #1

Assessment Tool

Outcome-related assignments

Anticipated Next Assessment Year

2028

Anticipated Next Assessment Term

Winter

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Departmentally-developed rubric

Who does the scoring?

English Department Faculty

Standard of success

75% of students will score 75% or higher.

Assessment #2

Learning Outcome**Outcome**

Utilize the vocabulary of comics in formal literary analysis.

Assessment #1**Assessment Tool**

Outcome-related assignments

Anticipated Next Assessment Year

2028

Anticipated Next Assessment Term

Winter

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Departmentally-developed rubric

Who does the scoring?

English Department faculty

Standard of success

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Assessment #2

Learning Outcome**Outcome**

Apply the critical thinking skills of observation, explanation, and interpretation to comics and graphic novels in formal literary analysis.

Assessment #1

Assessment Tool

Outcome-related analytical essay

Anticipated Next Assessment Year

2028

Anticipated Next Assessment Term

Winter

Assessment Cycle

Every Three Years

Anticipated assessment population

All students from all sections

How the assessment will be scored

Departmentally-developed rubric

Who does the scoring?

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Standard of success

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Assessment #2

Course Objectives

	Objective(s)
1.	Critically analyze the function of elements in comics and graphic novels (gutter, frames, line, color, and the interplay between text and image).
2.	Engage with comics and graphic novels through multiple perspectives (such as the author, the reader's own perspective, those of the instructor and classmates, historical context, critical frameworks/scholarship, etc.).
3.	Critically analyze themes in comics and graphic novels that inform the nature and variety of human experience.
4.	Engage analytically with a wide range of comics and graphic novels, including a diversity of genres.
5.	Through reading and writing, generate and analyze ideas using the vocabulary of comics.
6.	Apply close-reading skills and research to support literary analysis of comics.
7.	Demonstrate the ability to discuss intellectually and emotionally challenging topics with respect and civility.
8.	Critically analyze audiences in relation to comics and graphic novels (such as original historical audiences, contemporary audiences, adult audiences, youth audiences, etc.).
9.	Identify connections between comics and current events.
10.	Reflect on personal growth as it relates to understanding and engaging with comics and graphic novels.

Resources

Will there be an additional fee on this course?

No

Are you planning to use First-Day resources?

No

Will this course always be OER/No Cost Resources?

No

Describe any resource needs

N/A

General Education Area(s)**Area 1: Writing**

No

Area 2: 2nd Writing or Communication/Speech

No

Area 3: Mathematics

No

Area 4: Natural Science

No

Area 5: Social and Behavioral Science

No

Area 6: Arts and Humanities

Yes

Area 6 Arts and Humanities Applicability

Area 6: Arts and Humanities (AA)
Area 6: Arts and Humanities (AAS)
Area 6: Arts and Humanities (AS)

MTA General Education

Yes

MTA Applicability

MTA Humanities

Review**Is conditional approval requested?**

No

Is this course currently conditionally approved, and you are now submitting it for full approval?

No

Key: 9218