

Comics and Graphic Novels

University of Dundee

Venues

City Campus

Content

This course is a blend of academic analysis and creative practice. You will learn about the comics medium and industry and its relation to different genres and cultures across various media. You will think critically about these ideas and relate analysis of style and form to theory, context, politics, and history.

We have close links with industry and our expert staff are involved in making comics, researching comics, and organising major comics conferences. Guest speakers have included:

Dave Gibbons (Watchmen)

Frank Quitely (Batman and Robin)

Ian Kennedy (2000AD, Commando, Dan Dare)

Cam Kennedy (Judge Dredd, Star Wars)

The city of Dundee is a recognised powerhouse of comics production. It is home to DC Thomson & Co Ltd, producers of iconic titles such as the Beano, Dandy, Commando, Starblazer and Bunty. Drawing on such expertise, we can offer workshops with industry professionals. We also have contacts at other major comics publishers such as Chapterhouse Comics, Titan Comics and DiamondSteel Comics.

Start Date

September, January

Qualification

Postgraduate Master's

Study Method

Full time

Award Title

MLitt/MDes

Course Length

12 months

Department

Humanities

Entry Requirements

You'll normally be expected to have a 2:1 honours degree in Humanities, Art & Design or a related discipline. If your academic background does not meet our requirements but you have extensive experience or work in this area then the Course Director would be interested to consider your application; please ensure that your Personal Statement clarifies.

For the MDes, you'll need to submit a portfolio of up to 15 relevant still images, preferably comic pages, sequential art, character designs or conceptual art, sent as a PDF.

SCQF Level

11

Progression Routes

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Combination Courses

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Address

Nethergate
 Dundee
 Dundee City
 DD1 4HN

Website

www.dundee.ac.uk