



ENGX2030

Literature and the Visual

Session 1, Fully online/virtual 2021

Department of Media, Communications, Creative Arts, Language and Literature

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Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.

Notice

As part of [Phase 3 of our return to campus plan](#), most units will now run tutorials, seminars and other small group activities on campus, and most will keep an online version available to those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face activities for your unit, please go to [timetable viewer](#). To check detailed information on unit assessments visit your unit's iLearn space or consult your unit convenor.

General Information

Unit convenor and teaching staff Ryan Twomey ryan.twomey@mq.edu.au
Credit points 10
Prerequisites 40cp
Corequisites
Co-badged status
Unit description This unit focuses on intersections between literary and visual narratives across a variety of media. Students will analyse traditional literary texts (novels, poetry, short story) alongside graphic novels, television series, films, and video games, to consider the multitude of ways in which visual forms borrow from the literary imagination. The unit will engage with research and scholarship focused on sequential art, serialised television, film studies, and new media theory, while exploring methods of adaptation and transmedia production. Key theoretical and conceptual issues such as narrative methods in poetry, drama, prose, and visual communication and literacy will be examined, along with the role literary and visual narratives play in the public discourse surrounding politics, gender, ethnicity, and the environment.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO1: Demonstrate a vocabulary for discussing narrative strategies in literary fiction, gaming, graphic novels, film and television

ULO2: Demonstrate a knowledge of genres and narrative forms and of the technical resources of different media

ULO3: Research and discuss humanist concerns, specifically the role of the past in the present, the nature of human identity, subjectivity and the uses of power, in relation to

the set texts

ULO4: Analyse the use of the formal resources of different genres, specifically literary fiction, gaming, graphic novels, film and television

ULO5: Critically examine the ways in which ideas and speculations about the individual and society have varied between the 17th century and 21st centuries

Assessment Tasks

Name	Weighting	Hurdle	Due
Online Quiz	15%	No	Various
Textual Analysis	25%	No	Week 6
Online Participation	20%	No	Ongoing
Research Essay	40%	No	Week 12

Online Quiz

Assessment Type ¹: Quiz/Test

Indicative Time on Task ²: 6 hours

Due: **Various**

Weighting: **15%**

Students will complete one online quiz in week three, week seven, and week eleven - comprising 10 multiple-choice questions. They will be timed at 10 minutes in duration.

On successful completion you will be able to:

- Demonstrate a vocabulary for discussing narrative strategies in literary fiction, gaming, graphic novels, film and television
- Demonstrate a knowledge of genres and narrative forms and of the technical resources of different media
- Analyse the use of the formal resources of different genres, specifically literary fiction, gaming, graphic novels, film and television

Textual Analysis

Assessment Type ¹: Case study/analysis

Indicative Time on Task ²: 14 hours

Due: **Week 6**

Weighting: **25%**

Textual Analysis Task

On successful completion you will be able to:

- Demonstrate a vocabulary for discussing narrative strategies in literary fiction, gaming, graphic novels, film and television
- Demonstrate a knowledge of genres and narrative forms and of the technical resources of different media
- Analyse the use of the formal resources of different genres, specifically literary fiction, gaming, graphic novels, film and television

Online Participation

Assessment Type ¹: Participatory task

Indicative Time on Task ²: 36 hours

Due: **Ongoing**

Weighting: **20%**

Preparation of notes for class relating to set tutorial topics and any addition research.

Participation in online forum activities; answering questions in weekly forums and contributing meaningfully to forum discussion.

On successful completion you will be able to:

- Demonstrate a vocabulary for discussing narrative strategies in literary fiction, gaming, graphic novels, film and television
- Demonstrate a knowledge of genres and narrative forms and of the technical resources of different media
- Research and discuss humanist concerns, specifically the role of the past in the present, the nature of human identity, subjectivity and the uses of power, in relation to the set texts
- Critically examine the ways in which ideas and speculations about the individual and society have varied between the 17th century and 21st centuries

Research Essay

Assessment Type ¹: Essay

Indicative Time on Task ²: 34 hours

Due: **Week 12**

Weighting: **40%**

Research Essay Related to a Set Topic

On successful completion you will be able to:

- Demonstrate a vocabulary for discussing narrative strategies in literary fiction, gaming,

graphic novels, film and television

- Demonstrate a knowledge of genres and narrative forms and of the technical resources of different media
- Analyse the use of the formal resources of different genres, specifically literary fiction, gaming, graphic novels, film and television

¹ If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

One online **lecture** and one tutorial (**tutorials start in week two**).

Units can be accessed at: <http://www.ilearn.mq.edu.au>

The unit uses the following technology: **Leganto, Echo360, and iLearn**

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#)

Students seeking more policy resources can visit [Student Policies \(https://students.mq.edu.au/support/study/policies\)](https://students.mq.edu.au/support/study/policies). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

To find other policies relating to Teaching and Learning, visit [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au) and use the [search tool](#).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit <ask.mq.edu.au> or if you are a Global MBA student contact globalmba.support@mq.edu.au

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (<mq.edu.au/learningskills>) provides academic writing resources and study strategies to help you improve your marks and take control of your study.

- [Getting help with your assignment](#)
- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at <ask.mq.edu.au>

If you are a Global MBA student contact globalmba.support@mq.edu.au

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#).

The policy applies to all who connect to the MQ network including students.