



# ENGL2030

## Literature and the Visual

Session 1, Special circumstances 2021

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

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#### Disclaimer

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 <a href="mailto:ryan.twomey@mq.edu.au">ryan.twomey@mq.edu.au</a>
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

## General Assessment Information

### Assignment submission

All assignments are to be submitted through Turnitin on the ENGL2030 iLearn site. Marks and feedback will also be communicated through Turnitin. Assignments must be submitted as Word documents.

### Extensions and Disruption to Study (Special Consideration)

If you have a legitimate reason for being unable to submit your work on time, please contact your tutor or the convenor to discuss an extension, before the due date. Please note that a 2% per day penalty will otherwise apply.

### Disruption to Study Policy

[http://www.mq.edu.au/policy/docs/disruption\\_studies/policy.html](http://www.mq.edu.au/policy/docs/disruption_studies/policy.html)

### Applying for Disruption to Study

Students may apply for Disruption to Study for circumstances of three (3) consecutive days duration within a study period and/or the examination period. An on-line application must be submitted via ask.mq.edu.au. For an application to be valid, it must include all supporting documentation.

### University policy on grading

## University Grading Policy

<http://www.mq.edu.au/policy/docs/grading/policy.html>

The grade a student receives will signify their overall performance in meeting the learning outcomes of a unit of study. Grades will not be awarded by reference to the achievement of other students nor allocated to fit a predetermined distribution. In determining a grade, due weight will be given to the learning outcomes and level of a unit (ie 100, 200, 300, 800 etc). Graded units will use the following grades:

HD	High Distinction	85-100
D	Distinction	75-84
Cr	Credit	65-74
P	Pass	50-64
F	Fail	0-49

## Late Assessment Penalty

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#">Research Essay</a>	40%	No	Week 12
<a href="#">Participatory Task</a>	20%	No	Ongoing
<a href="#">Textual Analysis Task</a>	25%	No	Week 6
<a href="#">Quiz</a>	15%	No	Various Weeks

## Research Essay

Assessment Type <sup>1</sup>: Essay

Indicative Time on Task <sup>2</sup>: 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
- 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

## Participatory Task

Assessment Type <sup>1</sup>: Participatory task

Indicative Time on Task <sup>2</sup>: 36 hours

Due: **Ongoing**

Weighting: **20%**

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

Participation in group activities; answering questions in weekly tutorials and contributing meaningfully to in-class 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
- Critically examine the ways in which ideas and speculations about the individual and society have varied between the 17th century and 21st centuries

## Textual Analysis Task

Assessment Type <sup>1</sup>: Case study/analysis

Indicative Time on Task <sup>2</sup>: 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

## Quiz

Assessment Type <sup>1</sup>: Quiz/Test

Indicative Time on Task <sup>2</sup>: 6 hours

Due: **Various Weeks**

Weighting: **15%**

Students will complete a total of three online quizzes - each quiz 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

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<sup>1</sup> 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.

<sup>2</sup> 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](https://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto: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](https://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](http://ask.mq.edu.au)

If you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto: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/](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.