ENGL2030

Literature and the Visual

Session 1, Online-flexible 2024

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

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Disclaimer

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General Information

Unit convenor and teaching staff
Unit Convenor, Lecturer, Tutor
Ryan Twomey
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By Appointment

Lecturer
Paul Sheehan
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By Appointment

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

Unless a Special Consideration request has been submitted and approved, a 5% penalty (of the total possible mark) will be applied each day a written assessment is not submitted, up until the 7th day (including weekends). After the 7th day, a mark of ‘0’ (zero) will be awarded even if the assessment is submitted. Submission time for all written assessments is set at 11.55pm. A 1-hour grace period is provided to students who experience a technical issue. This late penalty will apply to written reports and recordings only. Late submission of time sensitive tasks (such as tests/exams, performance assessments/presentations, scheduled practical assessments/labs will be addressed by the unit convenor in a Special consideration application.

Assessment Tasks

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quiz</td>
<td>15%</td>
<td>No</td>
<td>Week 5, Week 8, Week 12</td>
</tr>
<tr>
<td>Research Essay</td>
<td>40%</td>
<td>No</td>
<td>23:55 02/06/24</td>
</tr>
<tr>
<td>Textual Analysis Task</td>
<td>25%</td>
<td>No</td>
<td>23:55 14/04/24</td>
</tr>
<tr>
<td>Participatory Task</td>
<td>20%</td>
<td>No</td>
<td>Weekly</td>
</tr>
</tbody>
</table>

Quiz

Assessment Type: 1: Quiz/Test
Indicative Time on Task: 2: 6 hours
Due: Week 5, Week 8, Week 12
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

Research Essay
Assessment Type 1: Essay
Indicative Time on Task 2: 34 hours
Due: 23:55 02/06/24
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

Textual Analysis Task
Assessment Type 1: Case study/analysis
Indicative Time on Task 2: 14 hours
Due: 23:55 14/04/24
Weighting: 25%
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

**Participatory Task**

Assessment Type: Participatory task
Indicative Time on Task: 36 hours
Due: Weekly
Weighting: 20%

Preparation of notes relating to set topics and any additional research. Participation in group activities; answering questions in weekly forums and contributing meaningfully to 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

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 lecture and one weekly tutorial (tutorials start in week two).

For unit readings – see information on page 4 of the unit guidebook on iLearn.
Policies and Procedures

Macquarie University policies and procedures are accessible from Policy Central (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
- Assessment Procedure
- Complaints Resolution 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). 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) 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

Academic Integrity

At Macquarie, we believe academic integrity – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free online writing and maths support, academic skills development and wellbeing consultations.
Student Support

Macquarie University provides a range of support services for students. For details, visit [http://students.mq.edu.au/support/](http://students.mq.edu.au/support/)

The Writing Centre

The Writing Centre provides resources to develop your English language proficiency, academic writing, and communication skills.

- Workshops
- Chat with a WriteWISE peer writing leader
- Access StudyWISE
- Upload an assignment to Studiosity
- Complete the 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

Macquarie University offers a range of Student Support Services including:

- IT Support
- Accessibility and disability support with study
- Mental health support
- Safety support to respond to bullying, harassment, sexual harassment and sexual assault
- Social support including information about finances, tenancy and legal issues
- Student Advocacy provides independent advice on MQ policies, procedures, and processes

Student Enquiries

Got a question? Ask us via AskMQ, or contact Service Connect.

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.
Unit information based on version 2024.02 of the Handbook.