JSAA ELECTIVE COURSE BLURB

SEMESTER & YEAR	SPRING 2026	ELECTIVE TYPE (DEPARTMENTAL / CROSS ELECTIVE) *	Cross Elective
COURSE CODE	IDE Elective I	ELECTIVE MODE (SEMINAR / STUDIO / WORKSHOP)	Seminar
NO. OF CREDITS	5	PREREQUISITE COURSE(S) (IF ANY)	Course(s) name here
COURSE NAME	Comics in Context: History, Culture and Creation.		
AFFILIATED PROGRAM(S) (select as applicable)	Architecture / Interiors / IDE		

* Departmental Electives are only open to JSAA students and Cross Electives are open to all JGU students.

Faculty Bio

Ikroop Sandhu is a graphic novelist, animator, illustrator and educator. Her work spans personal and political realms which include animated shorts, illustrated narratives and video art collaborations. Sandhu has contributed to anthologies published by Yoda Press, HarperCollins, and Tulika publishers.
In 2022, she released her debut graphic novel Inquilab Zindabad: A Graphic Biography of Bhagat Singh—a historically grounded portrayal of the Punjabi revolutionary published by Yoda Press and Simon&Schuster. Currently, she is an Assistant Professor at the Jindal School of Art and Architecture.

Course Descriptor

Comics, picture books or graphic novels—they are everywhere! This course introduces students to the literary and cultural canon of comics, spanning the mainstream to the niche, the global to the distinctly South Asian. Students will learn to read comics as literature by moving beyond plot and dialogue to analyse the layered relationship between text and image, panel and page. Drawing from a wide range of genres from mythological retellings, memoirs, political critique, speculative fiction and underground zines. This course highlights how comics both mirror and influence the shifting reading cultures.

At its core, the course emphasizes **critical ways of seeing**. Image-making is a powerful tool, and as reading practices turn increasingly visual, it becomes imperative to understand the alphabet of the visual: not only words and sentences, but also lines, sequences, symbols, and frames. Students will explore how visual storytelling has shaped culture across centuries from manuscripts and murals to contemporary graphic novels.

Alongside critical study, students will also create their own comics, experimenting with visual language as a mode of storytelling. In doing so, they will connect the deep history of visual narratives to today's

evolving communication landscape, where text and image converge to form one of the most dynamic mediums of our time.

Key Learning Outcomes (Based on Blooms / Solo Taxonomy)

Upon completion of this course, the students will be able to:
LO1 **Contextual Understanding –** Students will situate South Asian and global comics within broader historical, cultural, and academic contexts, recognizing how visual storytelling shapes and reflects reading cultures, identities and social critique.
LO2 **Critical Reading of Comics** – Students will develop the ability to analyse comics and graphic novels as literary and cultural texts, interpreting the interplay of word and image, sequence and visual symbolism.
LO3 **Creative Application** – Students will apply concepts of visual literacy and narrative structure to create original comics, experimenting with form and content while connecting practice to critical frameworks.

Assessment & Evaluation System

Assessment and Evaluation

The course balances **critical engagement** with **creative practice**, ensuring students both understand the cultural and academic significance of comics and develop skills in making them. Evaluation will be continuous, with emphasis on process as well as outcomes.

1. Critical Exercises and Class Activities (10%)
2. Written Assignments (20%)
3. Creative Project (30%)
4. Final Assessment (30%)

References/Citations (if any)

Attend the exhibition on Comics and Zines at KNMA (Saket, NewDelhi) – it will be on until January 2026.