

Final Project Requirements for *Comic Books, Analysis, and Digital Scholarship*:

Using *Phantom Lady* #17, *Watchmen*, *Maus*, *V for Vendetta*, *Fun Home*, *Batman: The Dark Knight Returns*, or some combination of these, formulate a team research project that will result in a 10-12 page research paper (footnotes, secondary sources, the works) that uses one of the DH tools demonstrated in class to explore the research topic. Projects can concentrate on visual elements, textual information, or any combination of these. The DH tools must be used as a non-trivial part of the research project. The final project will thus consist of two components: the research paper (10-12 pages), and whatever is needed to communicate how the DH tool was used: reverse image files, spreadsheets, text extracts for Watson analysis, and so forth, so the final submission may be fairly lengthy. FINAL PROJECTS HAVE TO BE APPROVED BY END OF THURSDAY CLASS MEETING, NOVEMBER 29.

Example Project 1: *V for Vendetta* and Its Visual Impact on Popular Culture

Moore and Lloyd's dystopic classic, through the popular 2005 cinema adaptation and the rise of global anti-capitalist protest through the Anonymous movement, has made the Guy Fawkes mask iconic if not ubiquitous. This project will focus on the visual impact of the graphic novel on popular culture. For the DH component, you will use appropriate image captures from the comic artwork and reverse image lookups to explore how Google, Bing and Yandex are mashing up images from the graphic novel with spin-off imagery.

{[reverse-image lookups will need substantial analysis]}

Example Project 2: Superhero Personality Types in *Watchmen*, *Batman: The Dark Knight Returns*, and *V for Vendetta*

Watchmen protagonists, "V" in *V for Vendetta*, Batman in *Dark Knight Returns*— how do their personalities jive, jostle and clash? Your research paper will explore the characters of these

figures in dialogue with the secondary literature, and you can use either IBM Watson Personality Insights to see what machine learning and the "Big 5" model have to teach you, or you can encode the character data (speech) using a spreadsheet for TEI/XQuery analysis. If Watson is your research partner, you will have to use all of the text spoken and written by the target characters for the Watson analysis, and your research analysis must deal critically with the personality profiles it generates. If you opt for TEI analysis, you will have to use all of the text spoken and written by the protagonists, with enough spreadsheet markers (panel groups/panels, characters, speech types, text) to make the coding worth while.

{[candidates in Watchmen: Rorschach, Adrian Veidt, Dan Dreiberg, Dr. Manhattan, Laurie Juspecky]}

{[Instead of IBM Watson, use text-mining tools like TAPoRWARE and Voyant for comparison and analysis]}

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Example Project 3: Compare Criminal Slang in *Phantom Lady #17* and *Batman: The Dark Knight Returns*

The criminals in *Phantom Lady #17*, stories 1-3, and the mutants in *Batman: The Dark Knight Returns*, communicate through distinctive vocabularies/jargon and syntactic constructions. This project will explore the secondary literature on criminal slang of the 1940s and 1980s, and will use one or more of the text corpora tools like Voyant or TAPoRware for machine text analysis. Your team will extract ALL of the text spoken by crooks in PL#17, stories 1-3, and the mutants in BTDKR (double-keying or OCR, your call), and then run it through these tools.

{[ICE-Jamaican-English available]}

Example Project 4: Compare the uses of diegetic text (letters & diary entries) in *Watchmen* and *Fun Home*

Both of these graphic novels sport pages of diegetic text (text that the characters read & otherwise interact with) in the guise of letters and diary entries. Your job: discover what the secondary literature has to say about them, extract them (double-keying or OCR, your call), and then analyze them using IBM Watson Personality Insights. In *Watchmen*, the "Under the Hood" prose sections by Hollis Mason, I-V, Rorschach's letters and dream, Dreiberg's essay, the Veidt letter and interview, are all fair game. In *Fun Home*, you will need to combine all of the letters/diaries by Allison and Bruce with their dialogues, bringing the word count up to 2,000, since the word count of the diegetic text alone is too low for the Watson tool to return meaningful results.

Example Project 5: Using *Maus* and a Public Domain Comic Book for 'Funny Animal' Comic Analysis

The visual iconography of Spiegelman's *Maus* builds on the visual genre of the 'funny animal' comic book. For this project, you will use spreadsheets to capture 'funny animal' artwork in *Maus* and in a public domain comic book, *Space Mouse* #3, available for download from Digital Comic Museum database. This means fully encoding selected chapters of *Maus* II and all of the Golden Age funny animal comic book, then analyzing the results. Your research paper will also deal with the secondary literature on funny animal comics, *Maus*, and, if you can find anything out there, *Space Mouse*.

[Space Mouse #3, Digital Comics Museum

<https://digitalcomicmuseum.com/preview/index.php?did=26444>]

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{[use TAPoRWare or Voyant, describe characters through their language]}

{[Dramatis persona – will need to separate out "Maus" characters from mask-wearing & human characters]}

Project 6: Propose Your Own!

Wow your instructors with an original project, using one or more of our six comic book texts and one of the DH tools used in the course.