

## Workshop: “Message in a Comic”

**Trainer: Barbara Sieberth, free lance trainer, Austria**  
(also employed at regional youth NGO “Akzente Salzburg”)

### Workshop content/theme

Learn to make your own comic – and how to use it for YOUR statement!

### Aims

Making your voice heard – through comics.  
Exercise to get into the flow of story telling.  
Learn to use a very simple comic computer programme.  
Make your own comic.  
Follow up: discussion, where & how we can use this tool in our (work)life.

### Method(s)/Approach

We **got to know each** other a little by speaking each once about our name, country we come from, our experience with comics & and expectations for this workshop.

We continued by looking into the **comic history**, where comics come from, how they were used in history to tell what kind of message.

**We warmed ourselves up to story telling** with the tools “word chain” and “story in three”:

Word chain: there are three chairs in the middle, one person starts to sit in the middle and says a random word like “school”. People from the group, who have a fast association with this word, sit next to the person and say their words as well (eg: student, classes). The middle person decides which of the two words continues (eg students) and will be the new middle person/word. It’s important not to think too hard and let first thoughts come through.

Story in three: the three chairs stay in the middle. One Person starts to sit on the first chair and starts a story with an opening situation (eg “Today in the morning, I got up at 8”), the second chair is now offered to a person in the group, that wants to continue the story by telling “that something happens” (eg “I realized I was much too late for breakfast”). On the third chair, the story finishes, or raises a question/open end (eg “so I skipped breakfast and had a lot of cakes during coffee break”). When the story is finished, all three people leave the chairs and a new story can start.

After the break I explained how the **computer programm “Comic Life”** works, and small groups started to work on their comics.

We presented them to each other after about one hour.

To finish, **we discussed in which context we can each use this tool** and gave feedback to each other about the session.

### Further tips, sources, resource material or links

Website for tools: [www.salto-youth.net/find-a-tool](http://www.salto-youth.net/find-a-tool)

Website of EU programme YOUTH in Action: <http://ec.europa.eu/youth>

Website of Comic Life – there is a free test version to use for 30 days, that you can download. The program itself costs about € 30,- (if you want to continue using it).

<http://plasq.com/comiclifewin>

### **Questions for workshop reflection**

This is what we discussed in the group:

Was this workshop useful for me? How can I work with this in my work / life at home:

Students: liked to play around, programm is easy

Teachers: some will try to use it in their language classes (word/story tools, but also comic), to have something "fun & usefull" for their students.

### **Impressions, Outcomes of the workshop**

From my impressions and also looking at the feedback of the participants the workshop had a "round flow".

As we were well equipped with laptops, internet and digital cameras, each participant was able to work on his/her comic in a small group or individual, as they preferred. Please see attached comics, that were produced in this comic.

I hope there is a new motivation now to work with the tool of comic, maybe to also look into it's rich history (we only spent 10 min on this, there's much more).

The process from getting to know each other, to playing "story telling" games to then working on your own story worked well!