VISUAL LANGUAGE THEORY AND DIGITAL STORYTELLING: USING COMICS FOR LEARNING

The Learning Guild's research program welcomes contributions from our members engaged in scholarly work. Kevin Thorn has for years been a valuable member of the Learning Guild community, frequently contributing to our publications and events. He is just now finishing up his EdD at the University of Memphis, an endeavor that culminated in his dissertation—a design case highlighting how an interactive comic was developed in a digital storytelling format to augment face-to-face training provided to regional adult nurse learners, later nurse facilitators, in the proper care of mothers and delivery of babies to reduce infant mortality rates in the poverty region of Bihar, India.

In this research report Kevin shares the literature review portion of his dissertation, which takes a deep dive into visual language theory, digital storytelling, and their combination for effective use via comics in learning experiences. While Thorn's topic was focused on medical education, specifically his involvement in the redesign of Simulator Educator Training, his research can be generalized to any work with complex content for a geographically dispersed audience. Those whose work involves multi-language or low-literacy learners will find some useful ideas here as well.

Minimal edits have been made for length and some highlights have been bolded, with a focus on points that might prove useful to practitioners explaining approaches to stakeholders.

To download the full report, **click here**.