

PRODUCENT: PAMELA TAIVASSALO WIKHOLM
PEDAGOG: TERESA ROMANO
PROJEKTLEDARE: TOVE JONSTOIJ
BESTÄLLNINGNUMMER: 103772/RA6

RADIO POPREEL 6:

Pin-up poetry, graphic novels and cosplay



A. LISTENING COMPREHENSION

1. In what way has moving to New York been positive for Andrea Grant?

- a) It boosted her career as a graphic novel writer.
- b) She started to produce video games.
- c) It has been easy to become successful in New York.

2. What is the poem Dead Girls about?

- a) It is about young women who wear make-up.
- b) It is about girls who have been kidnapped.
- c) It is about poisoned food.

3. What is Comic Con India?

- a) It is a festival in New Delhi.
- b) It is a huge shopping mall in New Delhi.
- c) It is a pop culture convention.

4. Why did Jatin Varma decide to start the Comic Con in New Delhi?

- a) Because it was too expensive to travel to abroad.
- b) Because there has always been a great demand for comic books in India.
- c) Because comics are main stream in Indian pop culture.

5. What is David Lloyd saying about sound effects in V for Vendetta?

- a) V for Vendetta is created for people who love sound effects in comics.
- b) V for Vendetta is different from other comics since there are no sound effects.
- c) V for Vendetta is really a script for a film with the same name.

6. What are David Lloyd's best suggestions to budding comic book writers?

- a) To study cinema and draw everything you see.
- b) To always bring a pen and a notepad when you go out.
- c) To draw only the things that you like drawing.

7. What is cosplay?

- a) Cosplay is when you play video games that are based on comics.
- b) Cosplay is when you dress up as a comic book character.
- c) Cosplay is a theatre where they act out comic book stories.

B. DESIGN YOUR OWN COSPLAY COSTUME!

If you were to go to a cosplay, what comic hero would you dress up as? Design your own costume and show it to your classmates. Explain why you chose this particular hero and tell them what your comic hero is like.



C. WRITE THE OUTLINE TO YOUR OWN GRAPHIC NOVEL

Work in pairs and make up your own graphic novel. Before you start writing and drawing, you need to plan your work. Ask yourself:

- Who is the hero?
- What is the hero like?
- What struggles is the hero up against?
- Where does the story take place?
- When does it take place?
- What are the hero's weaknesses and strengths?
- What happens?
- How does it end?

D. GET FEEDBACK ON YOUR OUTLINE

When you have prepared your outlines, read them to each other in groups of four. Give each other feedback using the checklist below:

- How is the plot? Are things happening in a logical order or should the events switch places? Do we want to know what happens in the end or does the writer give away too much information too early on in the story? Is there anything that doesn't belong and that could be cut out of the story?
- Can the characters be developed further? How?
- Is the setting convincing or does it need to be developed? Are there details to create the right atmosphere?

E. WRITE THE GRAPHIC NOVEL AND MAKE THE ILLUSTRATIONS

Now it is time to write your story. To illustrate it you may either draw your own pictures or use pictures that you find on the Internet or in magazines. If you prefer, one of you could illustrate and the other one could write.

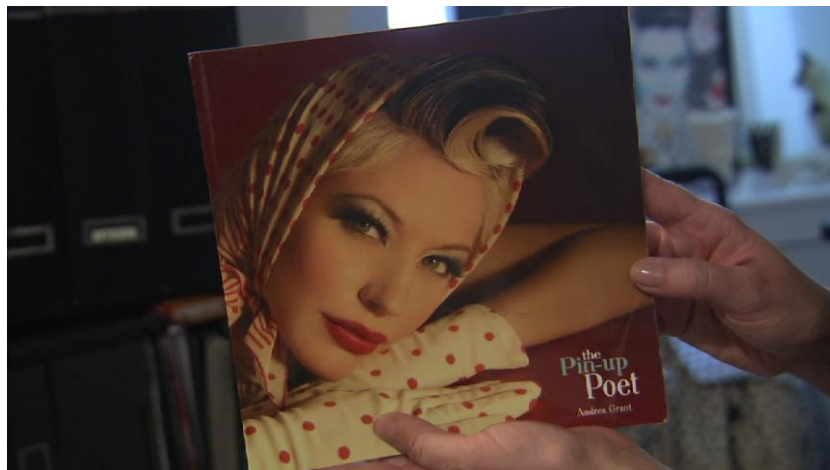
When you have finished your novel, present it to a larger group or prepare an exhibition!



F. WHAT IS THE STORY BEHIND THE WORDS?

In the programme there were some tricky words and phrases. See if you can find out where they come from and how you can explain them. Maybe the words have several meanings? Present your explanations in class. Use pictures to illustrate what the words mean.

- victory roll
- pin-up
- cosplay
- shapeshifter
- razor blade apples
- crusader
- niche
- pedestal
- poltergeist
- white out



Key to listening comprehension Radio Popreel 6

- 1) a
- 2) b
- 3) c
- 4) a
- 5) b
- 6) a
- 7) b