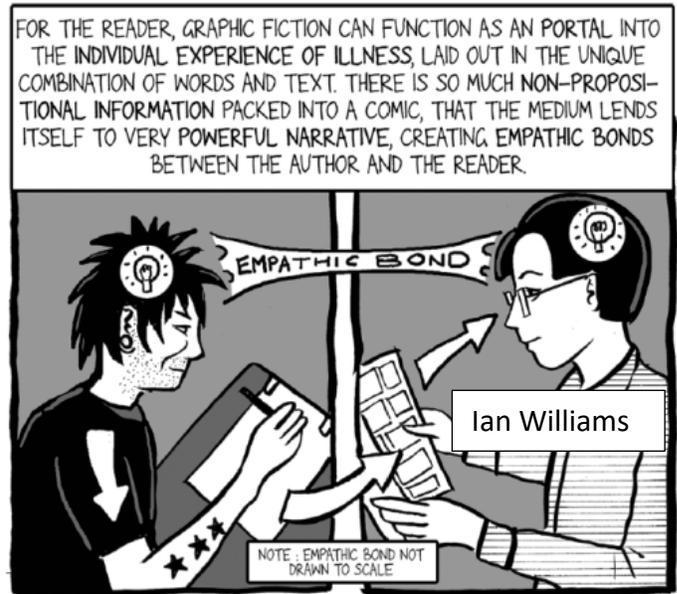


# GRAPHIC PATHOGRAPHY

A pathography is a narrative about a person's experience with illness or with medical care. In recent years, *graphic* pathographies have become popular in medical education for their capacity to allow health care providers to see things from the patient and/or family's point of view, or to communicate elements of the health profession that are difficult to represent with just words.

The graphic pathography assignment has **one major objective**: to effectively communicate a story about an experience with health, illness, or medicine that illustrates some kind of lesson about health, illness, or medicine—either your own experience or someone else's. The requirements of this assignment are rather simple, but as you'll see, the assignment is much more complex than it sounds, and will require more time than you may think. I highly recommend starting work on this assignment early in the semester. Note: simply meeting all of the requirements below will earn you a B on the assignment—an A will involve going beyond them somehow, such as creating a longer comic, using color, being exceptionally well organized or poignant, or demonstrating exceptional care in its construction.



## Minimum requirements:

- Must be a **true story**
  - If using another person's story, please use pseudonym unless you have their permission
  - OK to use a case history from medical literature—in that case, please include a copy of the case with the assignment.
- Must use at least **twelve panels**.
- May be created through analog (e.g. pen / paper) means or via a digital comics program
  - If using digital comics program, **you must draw all elements yourself**
- May be black/white/gray or color
- Should be **rough drafted** (storyboarded on cards and sketched) and **final drafted** (inked or digitally "inked")
- Should go beyond dialogue and monologue, and **should be set somewhere**
- Should be constructed as a **narrative**—that is, there should be something *that happens*. There should be a before, a during, and an after (remember the Ivan Brunetti exercise here).
- Should have a **point**: that is, it should *teach* the reader or to reveal something about the experience for the reader.
- Should demonstrate evidence that **you've spent time on it**. This is hard to explain and difficult to quantify, but—it's obvious when someone has spent a lot of time making a comic, even a simple one. And it's really obvious when they haven't. This not an assignment that you want to leave until the last minute.
- Should have a **sense of audience**—who is it for? Doctors? Family members? Potential patients?
- Should include a **cover letter of 2-3 paragraphs** that explains the comic, your aesthetic and/or rhetorical choices, and a brief reflection on your experience creating it.
- When uploading the assignment, please take care to ensure that it is **easily readable on a screen** (e.g. all pages are in order, comic is a single document/PDF/.jpg).