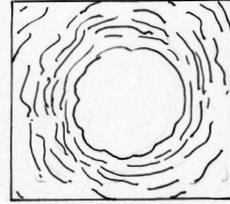


GRAPHIC ANTHROPOLOGY FIELD SCHOOL



GOZO (MALTA, EUROPE)

MARCH 26 - APRIL 9, 2016

The last five years have shown a growing interest among anthropologists and other social scientists for the practice of drawing. Although ethnographic drawings take us back to the early beginnings of the discipline, sketches have unfortunately been regarded for decades as a trivial activity, unworthy of serious academic interest. Drawings suffer from a verbocentric bias in academia, and are overshadowed by audiovisual devices even within visual anthropology. Yet, press cartoons provided evidence that drawings can be deadly serious. Additionally, the fields of comics and [slow-] journalism have made a move toward more investigative forms of storytelling with the development of [documentary] graphic novel and reports, putting drawings back under the spot light.

Today, graphic anthropology is being revamped. Several successful anthropologists have taken up the challenge of harnessing the creative potential of drawing. Rudi Collorado-Mansfeld, Manuel Joao Ramos and Michael Taussig are some of them. In March 2015, Nick Sousanis released the first doctoral dissertation entirely made in comics form. April of the same year witnessed the launch of the first academic series dedicated to comics reports : ethnoGRAPHICS. There is little doubt the interest will continue to grow, as lots of us keep filling our notebooks with graphic treasures.

Graphic anthropology shows refreshing potential, both as a tool for fieldwork and results communication. As sketches embody simultaneously the processes of making, observing and describing, they help track back these dynamics more easily. In the field, their most accessible and direct utility lies in their power to provoke interactions and start conversations flowing. Even without developing drawing skills, anyone can participate in drawing for conversation.

The project aims to deepen insights about the possibilities and limits of graphic anthropology: what is the full range of its use in the field? Can a comic book replace a scientific article? Are graphics equally useful to any research topic? Through collective field trips and debate sessions, participants engaging in this project will explore the possibilities of sketching in field notes, self reflections and research reports.

Goals

- Develop graphic skills as an observation technique.
- Learn the grammar and vocabulary of graphic novels.
- Explore how to build a graphic research report.
- Spread the use of drawings in anthropology and other social sciences.

Practical Information and registration

Sam Janssen, program director
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Information about the workshop

Kim Tondeur, session leader
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Cost

1.350,00 Euro

Includes: Tuition, Program Fees, room & board, Group Trips

Not Included: Airfare, Incidentals