

## ENG 325, Fall 2021-- Critical Creation #2: Digital Visualization

Visualizations Due Sunday, October 31st, 2021 by 11:59pm EST to Discussion Boards

Group Presentations on Tuesday, November 2nd

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As a course themed around “Studies in Graphic Narratives,” students in ENG 325 will demonstrate their ability to study and create their own graphic narratives in a unique form: *Wikidata visualizations*.

In small groups, students will create a digital visualization on: 1) Comics Publisher; 2) Comics Creator; 3) group-selected topic related to comics. You have three major options:

**#1: [Wikidata Query Builder](#) – easiest to get started**

**#2: Hack existing queries – Recommend starting with queries from [SDSU](#) or [MSU](#):**

**#3: Build your own using [SPARQL](#) or [Wikidata Graph Builder](#) (and customizing):**

### Assignment Deliverables:

#### Three digital visualizations of comics Wikidata

- a. One visualization related to a comics publisher
- b. One visualization related to a comics creator
- c. One visualization based on group’s interests
  - i. Submit a link for each Visualization to group D2L Discussion Board
    1. Should look like “https://w.wiki/\_\_\_\_\_”
    2. Can be found by creating a query, using Link button on right side.

#### 100-150w write-ups for each visualization (three in total) to D2L Discussion Board

- a. What is this comics subject?
- b. What is significant about this topic?
- c. When were they active? (if applicable)
- d. What is this visualization?
- e. What does this visualization reveal about their record in Wikidata?
- f. What is one unusual or interesting point visualized here?
- g. What does it leave out?

#### Group presentations on visualizations on Tuesday, 11/2/21

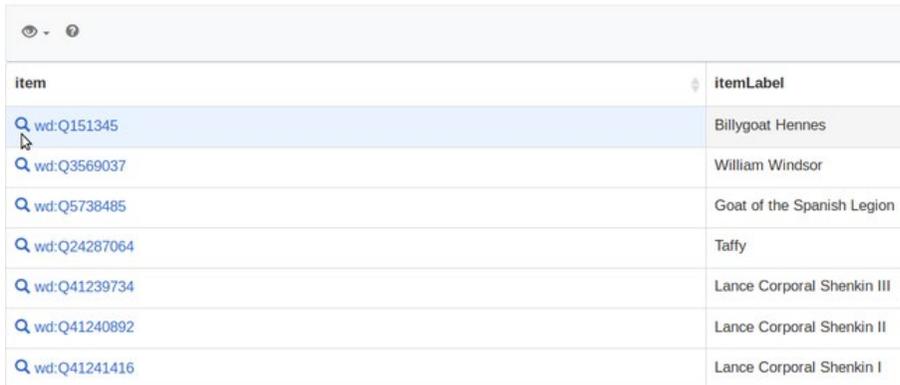
- a. Each group will share out one visualization in a 3-5 minute presentation.
- b. Explain it; explain how it teaches us about comics; and what is absent, missing, or unseen within this visualization.
- c. The presentation will cover content and information from the write-up in a conversational manner presented to an audience of peers.

### Grading: 10pts

VISUALIZATIONS: 1pt each	WRITE-UPS: 1.5pts each	Presentation: 3pts each
Visualization Shared: 1pt	Description of Visualization: .5pt	Explanation of the visualization
	Description of Visualization: .5pt	Explanation of how it teaches about comics
	Analysis of Visualization: .5pt	Explanation of what is absent or unseen

## Tips, Tricks, and Best Practices:

1. Find a query that seems interesting, then modify it: replace it with similar QID labels to change the results. (i.e. hack it!)



item	itemLabel
Q wd:Q151345	Billygoat Hennes
Q wd:Q3569037	William Windsor
Q wd:Q5738485	Goat of the Spanish Legion
Q wd:Q24287064	Taffy
Q wd:Q41239734	Lance Corporal Shenkin III
Q wd:Q41240892	Lance Corporal Shenkin II
Q wd:Q41241416	Lance Corporal Shenkin I

Figure 1: List View. Click the Magnifying glass to see that single item and open it in Explorer View!

3. Create your own query, click on items to add and create networked relationships.
4. Explore what kinds of visualizations are available.
5. Graph View can be helpful for finding more Wikidata items:
  - a. Click on a bubble. This will, most likely, pop up a bunch of related items in blue.
  - b. Click a blue bubble to add it to your list. **This is temporary (not in your original query), but it helps make connections and can give you more items to add.**
  - c. These temporary items can be manually added in to the actual SPARQL query search.
6. There are lots of ways to contribute:
  - a. Finding more Wikidata items related to comics
  - b. Test out different properties, values, and qualifiers in the searches.
  - c. Write up groups' thoughts, notes, and ideas
7. Don't forget to SHARE your visualization link!
8. List of top 100 most common properties (i.e. experiment with some of these):
  - a. [https://www.wikidata.org/wiki/Wikidata:Database\\_reports/List\\_of\\_properties/Top100](https://www.wikidata.org/wiki/Wikidata:Database_reports/List_of_properties/Top100)

*Lastly – be mindful that this is an exercise. We're looking at digital ways of studying graphic narratives, and new, collaborative, and experimental ways to view comics as data. Not everything will work; we may have some unseen hurdles; and, this may be tough. But, it's also **important** for that reason. Find joy in critically-making something new, and recognize that you're being brave by jumping into some new approaches!*