



*A strong partnership*

The innovative project AGnovel - Advanced Interactive Graphic Novels on Mobile Touchscreen Devices (543284-LLP-1-2013-1-DE-KA2-KA2MP) - is supported by the Lifelong Learning Programme of the European Commission and belongs to the key action 2 of this programme. It was launched in January 2014 and runs for two years.

The project coordinator is the University of Paderborn (Germany), other partners including the company Ingenious Knowledge (Germany), Meath Community Rural & Social Development Partnership (Ireland), European Learning Network (United Kingdom), Universidad de Granada (Spain), Università degli Studi Roma Tre (Italy), Lietuvos Edukologijos Universitetas (Lithuania), and Synthesis Center for Research and Education (Cyprus).

## The AGnovel Team

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### Project partners

Ingenious Knowledge,  
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Italy  
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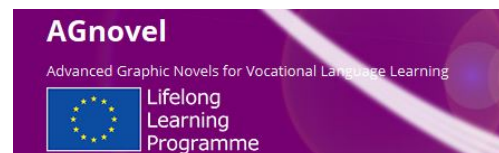
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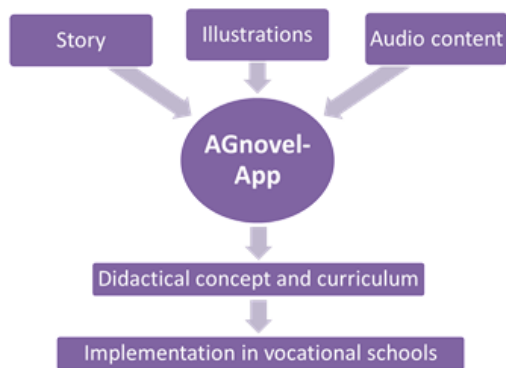


## AGnovel

Advanced  
Interactive Graphic  
Novels  
on Mobile  
Touchscreen Devices

*An innovative E-Learning  
approach to language learning  
with a piloting example in the  
VET context*

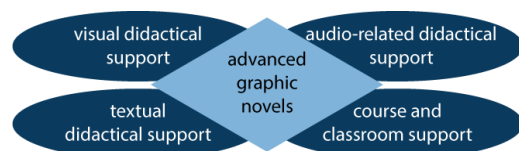




Project overview

## The aims of AGnovel

- AGnovel creates an innovative approach to foreign language learning by developing a new type of graphic novel that can be used on new mobile touchscreen devices like tablets and puts it to use.
- AGnovel takes advantage of possibilities that new technology offers and expands the usefulness of graphic novels in language learning.
- AGnovel provides didactical concepts for the use of advanced graphic novels in learning scenarios.



Supporting elements of the didactical concept

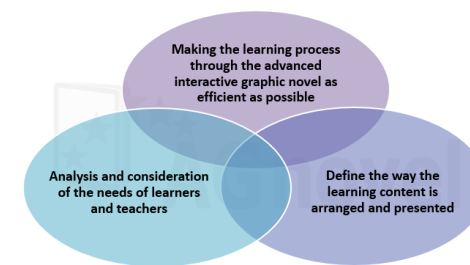
## Objectives for AGnovel are to

- create a language learning tool that is fun and easy enough to use to work without instructions.
- create a blueprint and make it available so that other content providers can take advantage of the approach and publish their own advanced graphic novels electronically.

*„The project AGnovel will create an innovative showcase for an advanced interactive graphic novel that is enhanced with audio from native speakers and provides didactical approaches for its use.“*

- prepare language teachers for using the tool in their classes.
- use the developed advanced graphic novel as a showcase and make it widely available to learners.
- publish the research and experiences in academic circles.
- explore different ways of creating more advanced graphic novels after the project has ended.

## Development of a didactical concept



Development aspects

## What are graphic novels and advanced graphic novels?

„Graphic novels, as I define them are book-length comic books that are meant to be read as one story. This broad term includes collections of stories in genres such as mystery, superhero, or supernatural, that are meant to be read apart from their corresponding ongoing comic book storyline; heart-rending works such as Art Spiegelman’s Maus; and nonfiction pieces such as Joe Sacco’s journalistic work, Palestine.“ (WEINER 2012, S. xi.)

*Advanced* – The use of multi media enables both – teachers and learners – to gain more benefit by educational use of graphic novels. In order to explore further opportunities for using graphic novels in education, AGnovel uses e-Learning and mobile Learning approaches.