

Comic Life for iPad



An Introduction for Educators



The Value of Comics in the Classroom

With our technology centered world there is an ever growing need for visual literacy, and comics provides opportunities to teach visual literacy in your curriculum. Cutting edge teachers are bringing the comic book form into their classrooms, engaging students in new and exciting ways.

When students have the opportunity to create comics they are functioning on multiple levels of thought. Writing a comic requires both linguistic and visual creativity, sequencing, and representational coherence. As students organize materials and ideas they encounter the information from multiple perspectives, providing more opportunities for comprehension.

Comic Life for iPad is an app that will allow your students to quickly start creating comics on their own the first time they use it. We have designed the app to be simple to learn while providing powerful editing tools. Built in templates, drag and drop element placement, speech balloons and comic book style fonts and photo filters make Comic Life a breeze to learn. The easy to use interface and super fast learning curve lets students focus on their projects right away – giving you even more instruction time for the material that matters most. There's a reason it's one of the most popular apps in use in schools today.





Benefits to Comics in Education:

For Teachers

- A great visual Representation of Knowledge
- Serves as an assessment and evaluation tool
- Presents what is essential
- Easier to remember a visual graphic containing key information
- Incites students with low interest in writing
- Can be adapted to meet individual State's Educational Standards

For Students

- Engaging through thinking, creating and writing.
- Perfect avenue for writing dialogue
- Helps organization through storytelling and storyboarding
- Sequencing promotes understanding
- Using visual images convey meaning to a story or topic
- Develops composition techniques through visual-verbal connections
- Develops creative and higher level thought processes
- Enriches reading, writing, and thinking

Comic Life is not designed for any subject in particular, which allows it to be used cross curriculum and instruction level. Your teachers and students have the freedom within the app to use it with every subject from language arts to science lab reports and everything in between.

Who Uses Comic Life?

Comic Life is used in schools and institutions all across the globe. There are Apple Distinguished Educators, board members of ISTE, members of the Google Teacher Academy, and United Nations project managers who all use Comic Life to educate. From elementary classes to post graduate work, educators at every level have found productive use for Comic Life in their classrooms, and we are certain that Comic Life can be applied to your curriculum as well.

Here are a few institutions you may recognize that use Comic Life:

- Los Angeles School District
- State of Ontario, Canada
- State of Queensland, Australia
- The United Nations' Girls Education Initiative
- The British Museum, London
- Duke University, NC
- University of Chicago, IL
- District School Board of Nigeria
- United World College of SE Asia
- Edinburgh Council of Education





“Comic Life: Powerful app that has many, many, animated, agile, amazing, & super features all rolled into one powerhouse product - a "must have" for any cool graphic designer, teacher, school librarian, or technology specialist. It has animated my life for years and just keeps getting better!”

- Gwyneth Jones, ISTE Board Member

What Educators are Saying About Comic Life

Presentations sessions centered on Comic Life are held every year at major educational conferences, all of which are educator initiated. During ISTE 2011 alone there were over a dozen sessions in which presenters specifically included Comic Life. Each year at ISTE, TCEA and CUE we hear from educators who have used Comic Life in sessions or heard about us through colleagues. One teacher says, “It’s my go to app for projects.” A technology specialist calls Comic Life “fantastic.” And a media specialist claims, “I love my Comic Life -- it’s basically a daily staple in my life.”

Steve Silvasy Uses Comic Life to Improve Literacy

The classroom is a team effort everyday for Steve Silvasy, a technology specialist and educator at Arise Academy in Philadelphia, and his students are at the forefront of running their own education. The idea of a collaborative classroom gives his students a sense of ownership and partnership. “[I] try something and if it’s accepted, build off of that,” Steve says, “It really is a cool thing to watch. I think what got students enthusiastic about using Comic Life is the appeal of telling a story through images and short phrases.”

“I had a demo of Comic Life for my Mac and began brainstorming ways on how to use this application in class,” Steve says, “I teach technology, but I really wanted to start incorporating more literacy building skills and projects. I actually started asking a few of my tech savvy students about Comic Life and if they would be interested in trying it out in class. We started to try it out and students seemed to enjoy a different type of technology but also got to be creative.”

In a high school where the reading proficiency of incoming students hovers around 4th and 5th grade level, Steve found that Comic Life enabled him to approach literacy in a new and effective way. “What was great to see,” Steve remembers, “was that after only one project, students were creating without my help. Everything from adding a page template, photo, text, color, size, speech balloons, and style came easy to my students. The look of Comic Life also had a good vibe about it. Clean lines and easy to navigate.” Students are drawn to their projects and are engaged in their work all on their own.



Comic Life for iPad Pricing

Comic Life for iPad Pricing*	Price Per License
<i>Regular User, single</i>	<i>US\$7.99</i>
<i>Education User through VPP*</i>	<i>US\$3.99</i>

*Comic Life for iPad is available exclusively through the iTunes App Store and cannot be obtained through a Purchase Order.
**The volume purchasing program is a special option for institutional buyers to allow their users to obtain copies of apps via a coupon prepaid by the institution. See apple.com for more details.

Mac and Windows Options

Comic Life is also available on Mac and Windows

The Apple Design Award winning software is in use in schools all over the world. And you can try it for 30 days for free! You'll be able to use a full version of Comic Life and see just how simple it is. Please visit our website at plasq.com to download your free trial today.



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