Comic Life
for
Mac and Windows

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 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 and 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

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.
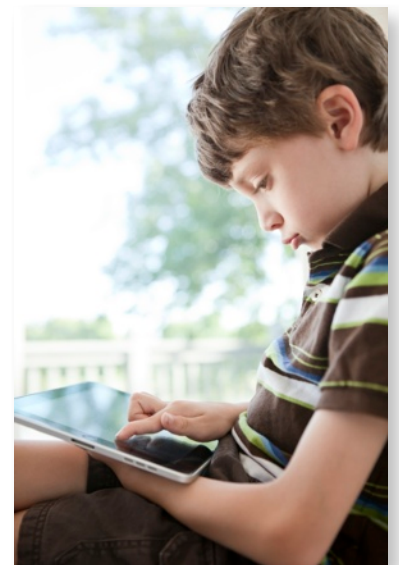
COMIC LIFE 2 PRICE LIST*		COMIC LIFE DELUXE PRICE LIST*	
MAC OS X 10.4+	Per Seat	**WINDOWS XP, VISTA OR MAC OS X 10.3.9+**	
1-9 Seats	$19.95	Single Seat	$19.95
10-24 Seats	$12.49	25 Seat License	$199.00
25-99 Seats	$10.49	50 Seat License	$299.00
100-249	$8.49	250 Seat License	$499.00
250-499	$5.99	1000 Seat License	$999.00
500-999	$3.99	*Education Prices. All prices are shown in USD. **30% upgrade discount** to existing Comic Life licensees!	
1000+	$2.49		

-Cross Platform Licenses: Our Comic Life Education licenses (Mac+Win) allow installation on Mac OS X (and Windows based machines when available), the combined total limited to the number of seats covered by your license.

-Teacher Home-Use: Seat Licenses of 250 or more include teacher home install rights for after-hours lesson planning etc. This doesn't cover students computers.

Comic Life for iPad

Comic Life is also available for the iPad, The app maintains the legendary ease of the Apple Design award winning Comic Life and transitions seamlessly to the iPad. For more information on Comic Life for iPad please visit our site: plasq.com

Comic Life for iPad Pricing*	Price Per License
Regular User, single	*$7.99*
*Education User through VPP**	*$3.99*

*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.

Purchasing Comic Life

Comic Life Deluxe and Comic Life 2 can be obtained via Purchase Order or directly from our store. Pricing is listed above and also available online at our education store: http://plasq.com/edustore

If you school or district requires a Purchase Order we have provided some information below. Since each provider has a unique system, for detailed information on how to complete your purchase order feel free to contact us at plasq@plasq.com. We will be happy to supply you with information about how to complete your order.

We would like to invite you to try Comic Life for free for 30 days. Please visit our site (plasq.com) and download a full version of Comic Life. You will have a full version of Comic Life for 30 days. Give it a try, and see for yourself why Comic Life is in classrooms all around the world.

Contact Information for Purchase Orders

Country or Region	Contact Name	Contact Information	Company Information
United States	Company Representative	DR globalDirect, Inc. 9625 W 76th Street Eden Prairie, MN 55344 Fax: (952) 259-4360 capplication@digitalriver.com	DR globalDirect, Inc. Attn: Accounts Receivable Lockbox 88739 88739 Expedite Way Chicago, IL 60695-0001
United States and Canada	Kelly Smith	kelly.smith@learningservicesus.com Phone: 1-800-877-9378 Fax: 1-800-815-5154	Learning Services P.O. Box 10636, Eugene, OR 97440
United Kingdom	Steve Syme	Nottingahm HQ sales desk KRCS Group Plc s.syme@krcs.co.uk Phone: 0845 60 11 118	KRCS Group PLC, Queens Court, Lenton Lane, Nottingham. NG7 2NR Tel: 0115 985 1797 Fax: 0115 986 0744 https://www.krcs.co.uk/ Registered in England No. 1741640, VAT No. GB 568236710
New Zealand	Innes Kennard	inesk@werc.ac.nz Phone: 063788035 Other Phone: 0273788034	K Consulting 16B William Donald Drive Masterton 5810 New Zealand
Global	Kelly Smith	kelly.smith@learningservicesus.com Phone: 1-800-877-9378 Fax: 1-800-815-5154	Learning Services P.O. Box 10636, Eugene, OR 97440