

WORKSHOP SERIES

Visual Arts as a Research Practice: Sketching, Drawing, and Comics

Wednesday May 30th, June 6th, and June 13th 2018
5.30 pm – 9 pm*
*Dinner will be provided



Instructors

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This three-day workshop is an introduction to using **graphic arts (drawing, sketching, comics, and mixed media)** as a **research practice**. We will explore our perception through the use of graphic arts in research; **experiment and develop** reflexive and observational research skills based on visual arts techniques; learn arts-based tools to generate data; and **identify and practice** different analytical processes.

Location

155 College St., rooms 208, 574
Toronto, ON
M5T 3M7

Using a **social critical lens**, these workshops will support the development of graphic research skills that can be used in every phase of the research process.

To register: email ccqhr@utoronto.ca by **May 11, 2018** outlining your qualitative research experience and reason for wanting to participate

Cost: \$250 CAD for graduate students; \$450 CAD for professionals

WORKSHOP

Visual Arts as a Research Practice: Sketching, Drawing, and Comics

(May-June 2018)

Participants

This workshop is best suited to researchers in the field of health or social sciences, who are interested in exploring the use of graphic and visual methods, and learning drawing and mixed media skills. Researchers, scientists, PhD students, and postdoctoral fellows are welcome; exceptions made for undergraduate students based on experience and prior knowledge. Basic knowledge and experience in qualitative research is required. No artistic knowledge or drawing skills are needed for attending this workshop.

A minimum of 5 and a maximum of 25 participants will be accepted.

Learning Objectives

- Learn the theoretical underpinnings of drawing and graphic research, and engage with the critical debates regarding their use and implications.
- Identify the main strengths and limitations of using graphic tools (drawing, sketching, and mixed media) in the different phases of the research process.
- Analyze the ethical challenges of using drawing, sketching, and other visual tools, and identify critical strategies to work with these challenges.
- Explore the theoretical congruence of incorporating graphic tools (drawing, sketching, and mixed media) in your research practice.
- Experiment with drawing, sketching, and mixed media techniques and identify a visual tool that you are comfortable with.
- Identify and describe how visual artifacts can enhance and support your own research interactions and processes.

Summary of the Program

Day 1: WHITE – Drawing Process

- Workshop goals and dynamics
- Initial research stages: Planning and Designing
 - Ontology and epistemology of visual methods
 - Theory and practice
 - Research problem, literature review and methodology
- Who is going to draw?
 - Affordances of drawing
 - Embodiment
- Techniques for every research moment

Day 2: BLACK – Visual Artifacts

- Data generation
- Interpretive evaluation, developmental evaluation, and systems thinking
- Analysis and interpretation of artifacts
- Techniques for every research moment: warm up, sketch, comic style, draw, and collage

Day 3: COLOUR – Ethics and Politics of Representation

- Knowledge mobilization strategies using drawing and comics
- Artwork ownership: a conflict or a collaboration?
- Anonymity versus authorship
- Art as a way of activism
- The politics of representation