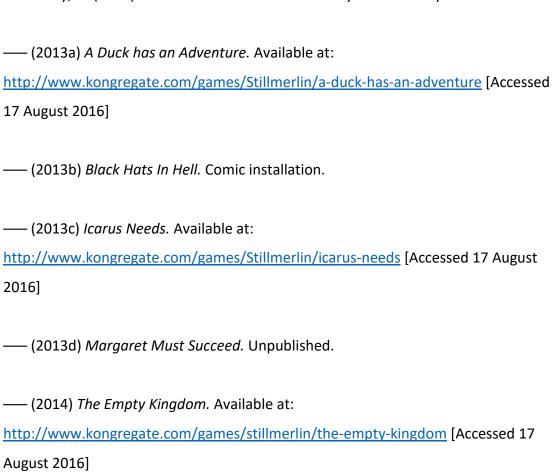
Appendix A: Practice Outcomes

Goodbrey, D. (2012) A Duck has an Adventure. Welwyn Garden City: E-merl.com.



Appendix B: Conference Papers

Goodbrey, D. (2011a) 'Digital Comics: New Mutations & Innovations.' In paper presented to Comics Arts Conference, San Diego, 21-24 July —— (2011b) 'Game Comics: Read or Play?' In paper presented to *Transitions 2: New* Directions in Comics Studies, London, 5 November. —— (2011c) 'Digital Comics: News Forms & Innovations.' In paper presented to Comics Forum 2011 - Materiality and Virtuality: A Conference on Comics, Leeds, 16-18 November —— (2012a) 'Distortions in Spacetime.' In paper presented to Contemporary Screen Narratives Conference, Nottingham, 17 May. —— (2012b) 'Digital Comics – New Tools and Tropes.' In paper presented to *The* Third International Comics Conference, Bournemouth, 28-29 June. —— (2012c) 'From Comic to Hypercomic.' In paper presented to EUPOP 2012, London, 11-13 July. --- (2012d) 'From Comic to Hypercomic.' In paper presented to The Graphic Novel -First Global Conference, Oxford, 7-9 September. —— (2013a) 'Comics Are Control: The Importance of Pacing and the Role of the Reader.' In paper presented to Adventures in Textuality: Adaptation Studies in the 21st Century, Sunderland, 3-4 April. —— (2013b) 'Game Comics: An Analysis of an Emergent Hybrid Form.' In paper presented to The Tablet Symposium: Examining New Media Objects, Brighton, 10 April.

—— (2013c) 'Game Comics: An Analysis of an Emergent Hybrid Form.' In paper
presented to Change and Continuity - Interdisciplinary Aspects of Animation, Comics
and Literature, Stuttgart, 25 April.
—— (2013d) 'Game Comics: An Analysis of an Emergent Hybrid Form.' In paper
presented to Joint International Graphic Novel and IBDS conference, Glasgow, 24-28
June.
—— (2013e) 'Images in Space - The Challenges of Architectural Spatiality in Comics.'
In paper presented to <i>The Graphic Novel – Second Global Conference</i> , Oxford, 22-24
September.
—— (2014a) 'The Sound of Digital Comics.' In paper presented to <i>The Digital</i>
Reading Network Symposium, Bournemouth, 19 June.
—— (2014b) 'The Sound of Digital Comics.' In paper presented to <i>Transitions 5: New</i>
Directions in Comics Studies, London, 25 October.
—— (2014c) 'Game Comics: An Analysis of an Emergent Hybrid Form.' In keynote
paper presented to Visibility 2014, Bergen, 5-7 November.
—— (2015) 'Game Comics: Look, Listen, Play.' In keynote paper presented to <i>The</i>
Mediality and Materiality of Contemporary Comics, Tübingen, 24-26 April.

Appendix C: Peer-Reviewed Publications

Goodbrey, D. (2013a) 'From Comic to Hypercomic.' In Evans, J. and Giddens, T. (eds)

Cultural Excavation and Formal Expression in the Graphic Novel. Oxford: InterDisciplinary Press.

— (2013b) 'Digital Comics - New Tools and Tropes.' Studies in Comics 4(1) pp. 187199.

— (2014) 'Game comics: an analysis of an emergent hybrid form.' Journal of
Graphic Novels & Comics 6(1) pp. 3-14.

— (2015a) 'Distortions in Spacetime: Emergent Narrative Practices in Comics'
Transition from Print to Screen.' In Pearson, R. and Smith, A. (eds) Storytelling in the
Media Convergence Age. Basingstoke: Palgrave Macmillan.

— (2015b) 'The Sound of Digital Comics.' Writing Visual Culture (7)1 pp. 1-17.

— (2016) 'Images in Space: The Challenges of Architectural Spatiality in Comics.' In
Peppas, M. and Ebrahim, S. (eds) Framescapes: Graphic Narrative Intertexts.

Oxford: Inter-Disciplinary Press.