

Comic Strips & Virtual Models

taking account of multiple modes
across on and off-screen spaces



This presentation will draw upon the methodological approach taken during to a year-long ethnographic study of a children's after-school club, centred on the creation of a 'virtual community' in the video game Minecraft. A range of visual and audio data was collected from this on- and off-screen site, in the form of field notes, video, photographs, screenshots and screencasts. Using examples drawn from these data sources I will outline how I used two particular approaches at different stages of the research.

Firstly, I will describe how small group discussion sessions were conducted using the game, with participants building virtual models in a curated virtual space as a means of represent their ideas visually as well as verbally. Secondly, I will explain how, as an alternative to more traditional text based transcription techniques, comic strips were used as a means of representing the data, allowing for the combination of multiple data sources whilst also making visible the multiple sites and modes of meaning making present within the complex hybrid site.

To book a place/ further details: d.yamada-rice@sheffield.ac.uk