

Set up your own Comics Jam – Sarah McIntyre and David O’Connell

<http://www.jampires.com>

Here’s how:

Sarah and David came up for ideas for the JAMPIRES book by having a COMICS JAM! A comics jam is when you take it in turns with someone else to create a comic, one panel at a time. It’s improvised, so you don’t know how the story will turn out!

1. Find a friend (or someone in your family!) who wants to draw and tell a story with you. You need at least one other person, but you can have as many people involved as you like.

2. Set your rules:

Time limit: how long should each person spend on their panel? Five minutes? An hour?

Theme: pick a theme to help you get ideas. Or you might start instead with a character you’ve created.

Length: decide how many panels or pages your comic will be, so you know how close you are to the end and can start tying up those loose plot threads! For example, a four-panel limit is a handy length: it can be a simple piece of paper divided into quarters.

Total freedom: don’t tell the other participants what you’re drawing. Give them a surprise!

Publishing: Are you going to share your comic? You could post it to a blog or email it to someone else. Or photocopy it and give copies to friends. You don’t have to share your comic, but if you want to make it into a printed book or post it on the Internet, it might help to work at a handy size.

3. Go for it! Who goes first? Start jamming!

