

## **DVolver:**

Creates a Flash movie

- What's unique or notable?
  - Background
  - Sky
  - "Plot"
    - Rendez-vous – two people meet and have a conversation
    - Pick-up – two people meet, converse, then leave together
    - Chase – two people chase back and forth a few times, have a conversation, then leave together.
    - Soliloquoy – just what it sounds like.
  - One or Two characters
  - Characters' Lines
    - Limit of 100 characters per line.
    - Words stay up same amount of time regardless of content in bubble.
  - Music – some of it is truly obnoxious music!
  - Scenes – you can have up to three different scenes, each with its own elements.
- How do you share it with your students?
  - Allows you to add an embedded movie to a web page (copy and paste the code in).
    - The movie is actually still hosted on the dfilm site, so no private information should be put into a movie.
  - Also allows you to email a link to somebody that links to the movie.
  - Ideas on how to use it:
    - Weekly intros
    - Have students make concise summaries of material (100 character limit!)
    - Make summaries of important points at the end of class material (online)
- What are some drawbacks?
  - Does not allow upload of custom content. ☹
  - Some of the characters are slightly racy in how they're dressed.
  - Requires Flash Player, available free from adobe.com.

<http://www.katehagerty.com/wb/dvolvr.html>

**Kerpoof:**

Creates static or animated Flash images. Presented as a game on the website, with some online social networking worked in.

- What's unique or notable about Kerpoof?
  - You can create either a static image or an animation (a true, controllable animation).
  - This is a more mature tool.
  - They deliberately cater to educators, although more to the K-12 group.
- How do you share what you made with your students?
  - You can print it from the site.
  - You can get a link to your scene. It is hosted on their site. You must register for this.
- What are some drawbacks?
  - Learning the animation system can take some time. Having some previous experience of any kind of animation would definitely be helpful.
  - Some content is seemingly available until you try to use it. Then you are informed you must purchase it.
  - You must go to the site in order to view the content, rather than being able to embed it in your own page.

<http://www.katehagerty.com/wb/kerpoof.html>

## **Toondoo:**

Static comic strips.

- What is notable or unique about this?
  - You can upload your own images.
  - Most “comics” tend to have photographic images, rather than comic-looking images.
  - Format is changeable. You can, for example, have multiple columns.
  - More source images available than in most other web comic creators.
- How do you share it with your students?
  - You have to register so you can do the following:
    - You can print it.
    - You can embed it in a web page (It’s still hosted on toondoo.com, though)
    - You can link to it from del.ici.ous.
  - You can save the final image by right-clicking on it in a browser.
- What are some drawbacks?
  - No animation.
  - Learning curve is slightly steep.
  - Some of the images are slightly racy (very stringy bikinis, for example), though there is no nudity that I saw.

<http://www.katehagerty.com/wb/toondoo.html>

## **Toonlet.com**

Toonlet creates an image that looks like a comic strip:

- What's unique or notable?
  - Emotion! Characters can show emotion.
    - Normal
    - Happy
    - Surprised
    - Mad
    - Disgusted
    - Scared
  - Characters can be dressed up with multiple props.
  - Characters are made up of different parts...you can mix and match, resize, rotate, etc.
  - Characters are lined up in traditional comic boxes, one after another, 4 to a row. Narration and talking bubbles can be added.
  - So, there are more possibilities for creation of highly customized characters.
  
- How do you share what you made with your students?
  - Registration:
    - To save your comic, you can register. Registration requires a valid email.
    - This also enables you to save your characters.
  - You can embed code into HTML. This saves the comic on toonlet's server.
  - You can right-click and save the comic as a picture file. Then, it can be placed into PowerPoint presentations, printed out, etc!
  - You can email a link to someone from the toonlet web site.
  - You can print the comic from the web site.
  
- Are there any drawbacks?
  - Requires Flash Player, available free from adobe.com for your computer to create the comics. To show them, though, is easy. They're just images.
  - No animation.
  - Does not allow upload of custom content. ☹ Yet.

<http://www.katehagerty.com/wb/toonlet.html>

## **Comiqs: Comiqs.com**

Comiqs creates static images (although you can make multiple pages) made from Flash.

- What's unique or notable?
  - Uses Flickr images (you can access your own flickr galleries, in fact)
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- How do you share what you made with your students?
  - Registration:
    - To save your comic, you can register. Registration requires a valid email.
    - This also enables you to save your strip.
  - You can embed code into HTML. This saves the comic on comiq's server.
  - You can email a link to someone from the web site.
  - You can print the comic from the web site.
  - You can link using a large number of social bookmarking and social networking sites.
- Are there any drawbacks?
  - Requires Flash Player, available free from adobe.com for your computer to create the comics.
  - No animation.
  - Creates Flash images, so you can't directly download them as image files.

<http://www.katehagerty.com/wb/comiqs.html>

## **Witty Comics:**

Creates a static comic.

- What's unique or notable?
  - Less "cartoony", although the characters still look illustrated.
- How do you share?
- What are some drawbacks?
  - Requires that you make three frames for the comic strip.
  - You can't re-edit after you're done.

Not a mature tool.

## **Links to some educational uses of web comic creators:**

<http://cyberspaced.blogspot.com/>

This science instructor has dabbled in several Web 2.0 applications, including a few we have not covered. He shares some of his experiences on this page.

<http://maryhillis.blogspot.com/2008/10/webtools4educators-blogging.html>

This particular post is about how this instructor intends to use Dvolver movies in her English I class.

<http://edtechvalley.blogspot.com/2008/02/comiqs-online-comic-book-creator.html>

This contains a review of comiqs.com, which is being compared with Comic Life (a mac-online desktop application). There may be some concerns with comiqs, however, because it pulls from Flickr.

<http://www.kerpoof.com/teach?c=ideas>

Ideas from Kerpoof.com about using Kerpoof in the classroom. Aimed at K-12, but there still are some interesting ideas.

<http://www.macinstruct.com/node/69>

Under the heading "Using Comic Life to Facilitate Student Participation", there are some good ideas. Comic Life is not free, but these ideas can be applied to any of the comic creators!

<http://c4lpt.co.uk/Directory>

And finally, a nice listing of different kinds of Web 2.0 educational tools. Toonlet is listed somewhere in there...