Appendix A: Practice Outcomes

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

—— (2013a) *A Duck has an Adventure.* Available at: http://www.kongregate.com/games/Stillmerlin/a-duck-has-an-adventure [Accessed 17 August 2016]

—— (2013b) *Black Hats In Hell.* Comic installation.

—— (2013c) *Icarus Needs.* Available at: http://www.kongregate.com/games/Stillmerlin/icarus-needs [Accessed 17 August 2016]

—— (2013d) *Margaret Must Succeed.* Unpublished.

—— (2014) *The Empty Kingdom.* Available at: http://www.kongregate.com/games/stillmerlin/the-empty-kingdom [Accessed 17 August 2016]

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 *The Graphic Novel – Second Global Conference,* Oxford, 22-24 September.

——— (2014a) 'The Sound of Digital Comics.' In paper presented to *The Digital Reading Network Symposium*, Bournemouth, 19 June.

——— (2014b) 'The Sound of Digital Comics.' In paper presented to *Transitions 5: New 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 *The 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: Inter-Disciplinary Press.

—— (2013b) 'Digital Comics - New Tools and Tropes.' *Studies in Comics* 4(1) pp. 187-199.

—— (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.