

## TECH1502-17 Introduction to Community Media

### Workshop Thirteen – How to Publish Your Own Fanzine

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## 1 Planning Your Assignment - Higher Education Assignment Toolkit

These resources will help you to prepare an assignment that meets the requirements of higher level study. We designed them to suit different approaches to learning so you're sure to find something here that will interest you. Fire up your assignments with HEAT!

<http://www.library.dmu.ac.uk/Support/Heat/>

### 1.1 Planning a Project

Gantt charts, critical path analysis, SMART objectives and estimation skills are just some of the topics covered in this free course, Planning a project, to help you understand how to plan for a project. You will gain an appreciation of the range of planning techniques available and the situations in which it is appropriate to use them. <http://www.open.edu/openlearn/money-management/management/business-studies/planning-project/content-section-0#>

### 1.2 Creative Community Engagement

Using fun and inspiring techniques such as art, music, storytelling, humour and hands-on practical activities, has proved a fantastic way to involve people in influencing the future of where they live. We've used them in neighbourhood planning events, whether it be helping people make the most of green spaces, kickstart community enterprises, understand climate change, or respond to large-scale planning developments affecting the area. <http://www.edenproject.com/eden-story/our-ethos/creative-community-engagement>

## 2 Mind Mapping & Visualisation

**Mind Maps:** Pattern notes or mind maps can be particularly helpful when you are developing your ideas and planning your assignment. You can see your ideas and how they're linked together. Make it even more helpful by using colour and images!

<http://www.library.dmu.ac.uk/Support/Heat/index.php?page=512>

### 2.1 What is a Mind Map

A Mind Map is a powerful graphic technique which provides a universal key to unlock the potential of the brain. It harnesses the full range of cortical skills – word, image, number, logic, rhythm, colour and spatial awareness – in a single, uniquely powerful manner. In so doing, it gives you the freedom to roam the infinite expanses of your brain. The Mind Map can be applied to every aspect of life where improved learning and clearer thinking will enhance human performance.

<http://www.tonybuzan.com/about/mind-mapping/>

### 2.2 How to Make a Mind Map: Creative Examples for High School Art Students

Many Art students begin the year by brainstorming possible ideas, topics or themes for their Art projects. This article features 23 creative mind map examples and other visual brainstorming illustrations to inspire high school Art students. <http://www.studentartguide.com/articles/how-to-make-a-mindmap-creative-ideas>

### 2.3 Making a Mind Map

People have been using visual methods of representing, organizing and understanding information since ancient times. In the 1970s, researcher and educator Tony Buzan formally developed the mind map. Its colorful, spider- or tree-like shape branches out to show relationships, solve problems

creatively, and help you remember what you've learned. This article will walk you through planning a mind map, constructing it by hand, and looking at the pros and cons of many mind-mapping software programs now on the market. <http://www.wikihow.com/Make-a-Mind-Map>

#### **2.4 MS Visio:**

Visio top features: Simplify and communicate complex information with data-linked diagrams that you can create in just a few clicks. Visio makes diagramming simple. Whether you want to quickly capture a flowchart that you brainstormed on a whiteboard, map an IT network, build an organizational chart, document a business process, or draw a floor plan, Visio helps you work visually. <https://products.office.com/en-gb/visio/microsoft-visio-top-features-diagram-software>

#### **2.5 Microsoft DreamSpark**

Students and staff can download software and learning materials from Microsoft. Login via the UK Access Management Federation with your Single Sign On details.

<http://www.library.dmu.ac.uk/Resources/Databases/index.php?page=164&id=3247>

<https://imagine.microsoft.com/en-US/Home>

### **3 Digital DIY and Creative Society: Video Series**

These six videos explore the culture and ethos of Digital DIY. Each video looks at a key aspect that emerged during the case study research, in terms of broad social impact and through the first-hand accounts of leading voices within the field. Interviewees were chosen to represent a cross-section of makers, innovators, entrepreneurs who are closely involved with DiDIY activities, creativity and creative platforms, both online and offline. The videos aim to provide insight and understanding of this emerging sector from the viewpoint of participants. <http://www.didiy.eu/online-videos-didiy-case-studies>

#### **3.1 Making is Connecting**

David Gauntlett talks about his book 'Making is Connecting' in 5 minutes. 'Making is Connecting: The social meaning of creativity, from DIY and knitting to YouTube and Web 2.0' is published by Polity in April 2011. <https://www.youtube.com/watch?v=SPuV1PvDIqE>

#### **3.2 DIY: FANZINE**

Ever heard of Zines? Find out what they are, and how easy they are to make [https://youtu.be/zMU\\_l176zv4](https://youtu.be/zMU_l176zv4)

#### **3.3 Just start a fanzine**

A lot of people don't start their own fanzine, just cause they think it's too much work. Although is pretty time-consuming, when you just do it bit by bit you'll have something finished in the end. Most problems you'll face are easily solved and it's so satisfying to have the final result in your hands! Don't think too much about it, just do it! <http://www.swnk.org/specials/do-it-yourself-do-a-zine/>

## 4 Making Your Own Magazine

What is a zine? Wikipedia defines it as "a small circulation self-published work of original or appropriated texts and images usually reproduced via photocopier" - although the term is often used to describe any magazine aimed at a niche audience. Generally, there's some kind of hand-crafted element to its production, while the content normally draws on ideas and values not covered regularly by the mainstream media. <http://www.creativebloq.com/print-design/make-your-own-zines-11410390>

### 4.1 How to Make a Zine

Zines are self-published, small-circulation, often nonprofit books, papers, or websites. They usually deal with topics too controversial or niche for mainstream media, presented in an unpolished layout and unusual design. Everyone, from a major NGO to a teenager like you, can be an author (and also an editor, art director, and publisher) of a zine, and that's part of what makes them so awesome. <http://www.rookiemag.com/2012/05/how-to-make-a-zine/>

### 4.2 Write something people actually want to read

Many zines thrive on obscurity; like collages that depict what the maker ate for breakfast one week or a hand-drawn depiction of all six seasons of Glee. While you mustn't lose what makes your zine unique, try to make something that people can relate to so someone other than your best friend ends up reading the thing. <https://www.timeout.com/melbourne/things-to-do/tips-for-publishing-your-own-zine>

### 4.3 How To Make Your Own Fanzine

Before the rise of the internet, people got their fannish content from fanzines—amateur, small magazines printed in small batches and distributed by post or in person, often at fan conventions (and sometimes, secretly!) You can check out the Fanlore entry for fanzines if you're curious about the history of the practice, but in short, fanzines are the direct modern precursor to the forums, tumblr accounts, and fanfic archives of today. <https://fanslashfic.com/2015/12/17/how-to-make-your-own-fanzine/>

### 4.4 Guide To Zine Making

Zines are self-published materials with short print runs. Zines can be about anything from your favorite band to what you did on your summer vacation. The world of Zine making is a largely underground. Zines are a perfect way to express ideas or feelings that are not fit for the main stream due to their personal content or unpopular ideas. Zines are the fastest way for writers and artists to produce self published works. <http://www.instructables.com/id/Guide-To-Zine-Making/>

### 4.5 Why I Launched My Magazine

I've been running my website Kasterborous.com since 2005, reporting on the latest news, providing reviews, interviews, and feature articles on the popular British TV show Doctor Who. We've also got a "podKast", released a book of reviews (Ultimate Regeneration, the basis for my recent MakeUseOf guide Your Guide to Self-Publishing: From Print to Kindle and Beyond), feature prominently in a popular iOS app, and even run a trio of original comic strips based on the show. <http://www.makeuseof.com/tag/how-i-self-published-my-magazine-online-and-in-print/>