

## Introduction:

Get hooked on comics, is the name of the workshops Studio development initiatives implemented in five years . Initial idea was to engage and encourage young people to reflect on socially relevant topics on engaging manner. Thus we achieve far better reflection on the subject, in-depth analysis of the problem and a more detailed identification of high-risk behaviors that ultimately provide better prevention of such behavior in young learners.

Why comic workshops on this subject? Due to its media properties and expressive work on the comic book does not tolerate inconsistent and superficial understanding, and in the same part of the nature of his craft. Otherwise, we will not master the basics so that no further skills and knowledge necessary for advancement. The process of creating a comic book first sets of basic drawing skills where we think about the logic of space and overcome the body movements , facial expressions and their visual characterization that are based on those psychological , showing emotion through the movement , etc. .. followed by work on the relationships among the characters , scenario and issues, directing and editing , and the expression of it through the wider artistic elements . All of that greatly contributes to the engagement of the students / authors. Engagement consists of the fact that the author / artist of comics felt characters, plot, theme and situations using their empathy by imagining fictional situations or pulling them from real life. In this way the author / artist of comics on the introspective method teaches and builds self- consciously or unconsciously.

While conducting a workshop training program is constantly foster primarily taking into account the feedback of students who participated in the workshops. Great interest for the very education and progress of students showed their teachers and other educators who have participated in various ways in the formal or informal education of our students. Teachers and professional staff in the schools permanently express the need for early prevention programs addictions of all kinds. They emphasize that they miss the inclusion of students in activities that will show interest and where they can work more durable with their students. It also stressed the need for the program that will allow them a deeper interaction with the students and to facilitate their communication.

For these reasons, we decided to make this manual to which they can operate various experts. The manual is primarily intended for educators to implement prevention programs with young people , and includes :

- General techniques of working with young people - techniques for better acquaintance of the group, techniques for developing group cohesion , fostering creativity and encouraging critical thinking ;
- Basic knowledge of working in the medium of comics and it's techniques - selection of characters , manipulating space and time through the mounting frames of comics , the use of text in comics , development and adaptation scenarios ;
- Creating a comic book on the subject of addiction - getting to know the different types of addiction, getting to know the risks of experimentation with addictive substances ; convergence mindset addicts customers , getting to know the personal and social consequences of addictive behavior , production scenarios for the comic on the subject of addiction, making individual and group comics ; encourage collaboration and group work , encourage the release of barriers in communication , personality development and strengthening ; empowerment of self-confidence , develop positive self image .

All the exercises that concern comics were put through this manual with the aim that the students learn the basics that are needed to understand the basis of comics and comic mastering basic skills.

The recommended practice is important to perform these basics mastered and desirable that the student exercise the same in and out of the workshops given by local papers and on their own initiative. Does the student / pupil more progress needs to know that the comic is an artistic medium of communication, as well as craft and as such has a lot of knowledge and skills acquired long-term work and experience.

When creating manuals we have tried to give you a time frame for each exercise. Please note that these minimum periods of time required to conduct the exercise. During their planning workshop that time certainly can extend it to use for training comic skills, stimulate discussion and thought processes among the participants.

The material needed to conduct workshops, presented to you in the manual, within each exercise or immediately thereafter.

Through the process of the workshop is not necessary for educators to be art teachers, although we recommend that you seek the help of the same when required participants to explain some of these drawing and painting techniques that are mentioned in some chapters, such as handling the brush, drawing ink, watercolors , etc. ..

We wish you much success in your work!