



COMMUNICATION OF MAGICAL SYSTEMS IN VISUAL MEDIA

INTRODUCTION

*"An author's ability to solve
conflict with magic is
DIRECTLY
PROPORTIONAL
to how well the reader
understands said magic."
(Sanderson, 2007) 🔍*

“Limitations > Powers”
(Sanderson, 2012)

*“Expand on what you have
already, before you add
something new.”
(Sanderson, 2013)*



*"Always err on the side of
what's awesome"
(Sanderson, 2016)* 🔍

MAGIC SYSTEMS

SOFT

HARD

Lord of the Rings

Harry Potter

*Fullmetal Alchemist:
Brotherhood*

Ghibli

*Avatar:
The Last Airbender*

Hunter X Hunter





METHODOLOGY



LITERATURE OVERVIEW

PROPOSED OUTCOMES

Any questions?



REFERENCES

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- Brandon Sanderson (2016) Interviewed by Anonymous Questioner for Dragoncon Brandon Sanderson Q&A panel, 7 March. Available at: <https://wob.coppermind.net/events/5-dragoncon2016/#e3227> (Accessed: 4 November 2018).

CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- ❖ Presentation template by [SlidesCarnival](#)
- ❖ Photographs by [Unsplash](#)
- ❖ Paper texture by [GraphicBurguer](#)