

# CRASH COURSE

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## IN GRAPHIC NOVELS

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**NovelList**  
Empowering Librarians... Engaging Readers





# Panelists



Lynn Lobash

Assistant Director of Readers Services  
New York Public Library



Patrick Holt

Adult Services Librarian  
Durham County Library, NC

# Panelists



Kendal Spires

Collection Development Librarian  
NoveList



Halle Eisenman

Manager Content Development  
NoveList



[libraryreads.org](http://libraryreads.org)



# What is a graphic novel?

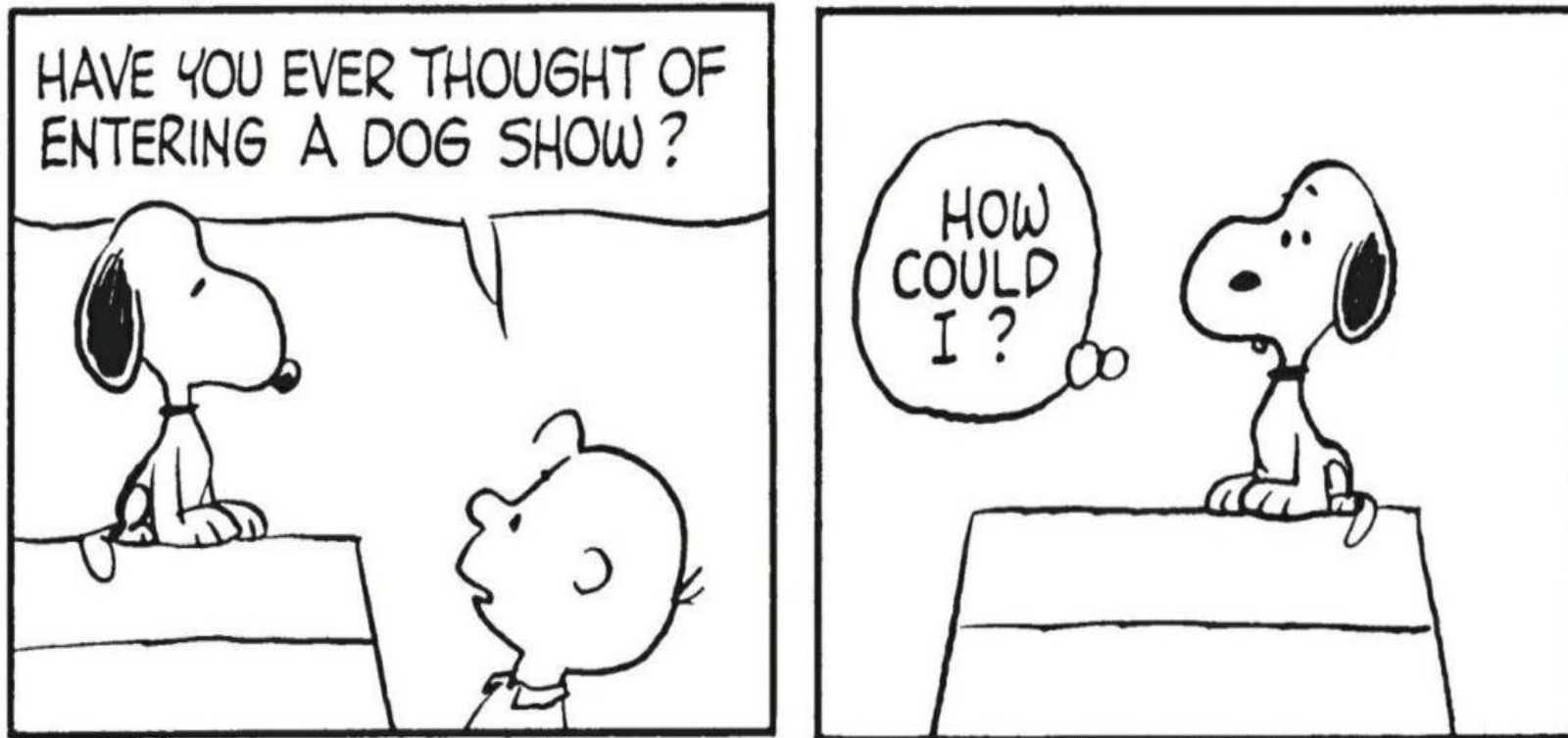
Paraphrasing cartoonist and comics educator Jessica Abel, graphic novels are basically **long works in the comics medium**, which in turn is:



Artwork by Jessica Abel, published under Creative Commons Attribution-Noncommercial-Sharealike license 3.0  
Source: <https://dw-wp.com/resources/what-is-a-graphic-novel>

# What is a graphic novel?

Abel continues: they often feature dialogue in **speech balloons**, interior monologues in **thought bubbles**, and discrete moments of time in **panels**:

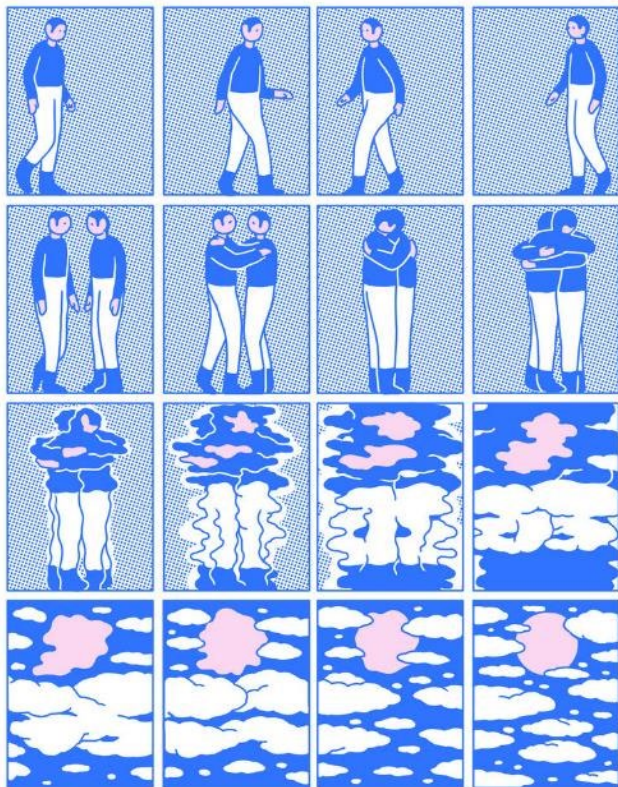


Artwork from *Peanuts* for June 2, 1969, by Charles Schulz



# What is a graphic novel?

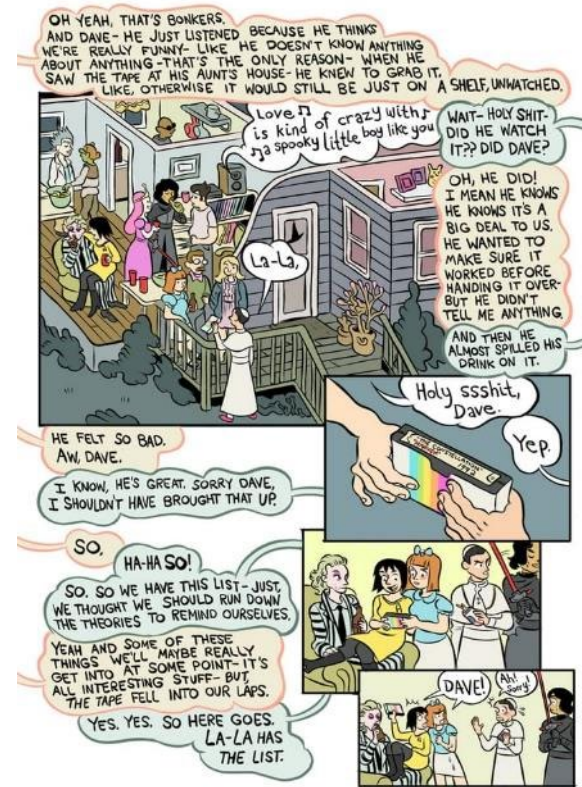
...except when they're something else entirely!



Dance Lessons



"This nonsense stops the minute we're married!"



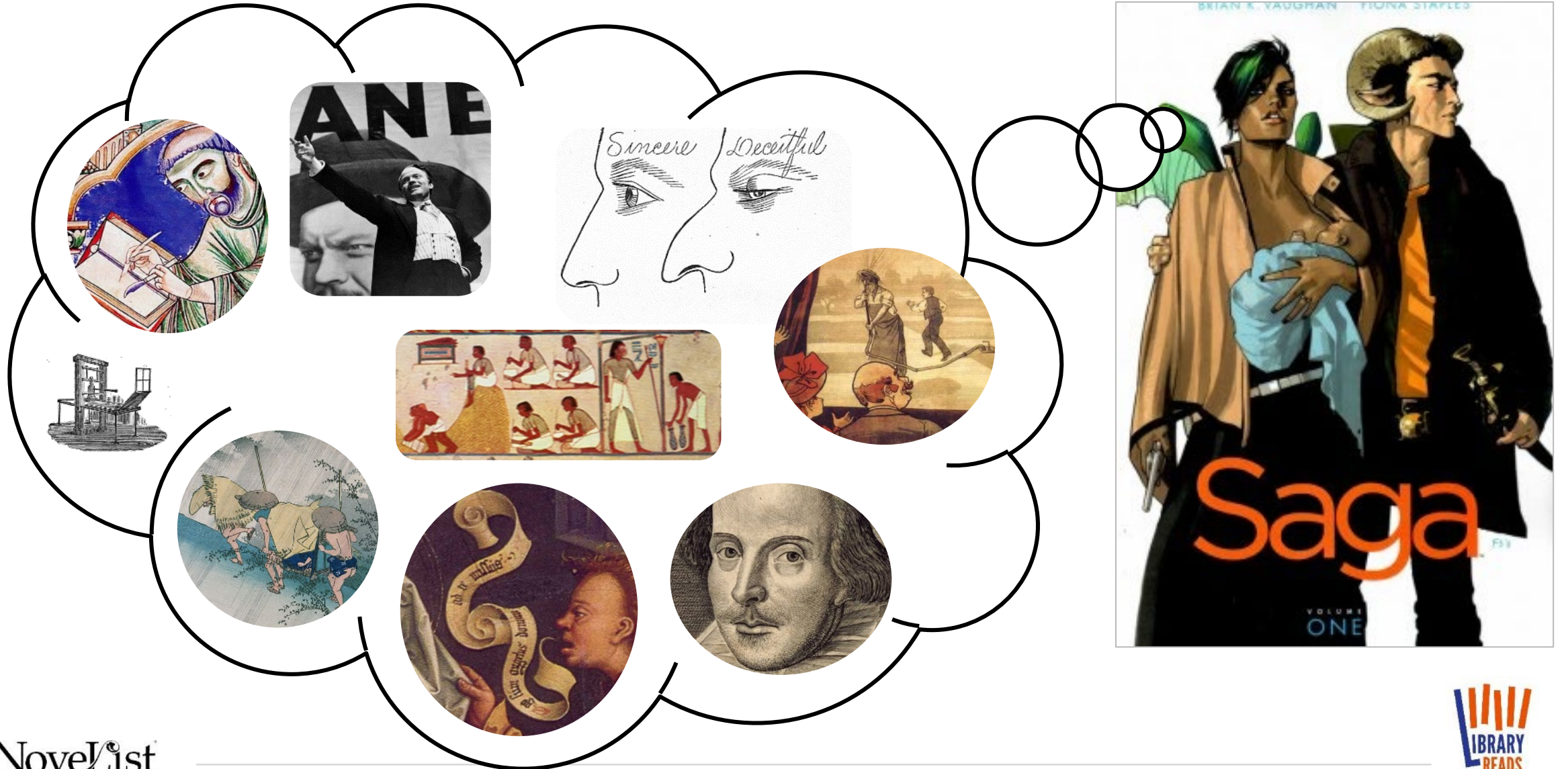
Artwork L-R: *Visions* by Evan M. Cohen; *Vanishing Act* by Roman Muradov; *Scenes from an Impending Marriage* by Adrian Tomine; *Girl Town* by Casey (née Carolyn) Nowak

# What do people mean when they say, “graphic novel”?

- Any long, square-bound (i.e. not staple-bound) comic book,
- Comic books that were first published serially, but have been collected into a single volume
- A long, standalone story, published as a single volume and not serially
- A serious comic book for serious grownups
- Comic books of higher-than-average cultural value
- An unnecessary attempt at claiming more seriousness or cultural value
- Fiction comics, as opposed to “graphic nonfiction”, “graphic biography”, “graphic memoir”, etc.
- An industry term for a segment of the publishing market
- **Convenient shorthand for all this stuff and more, but one that regularly warrants more elaboration for the benefit of patrons and co-workers**



# History of graphic novels & comics



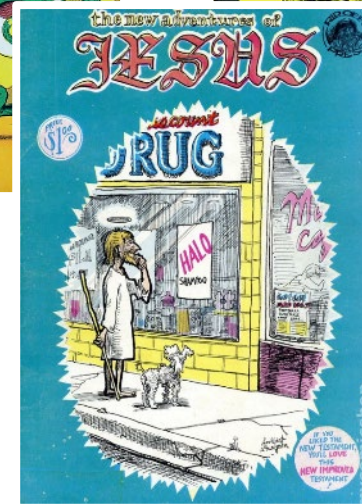
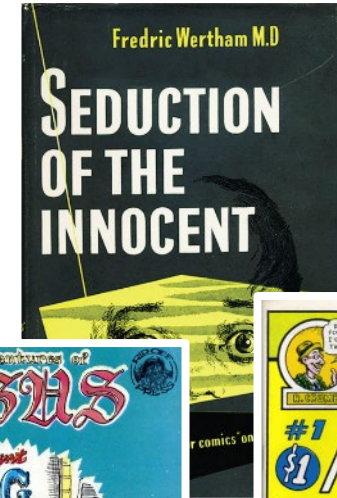


# History of graphic novels & comics

1830s-1930s



1930s-1970s





# History of graphic novels & comics

1970s-1980s

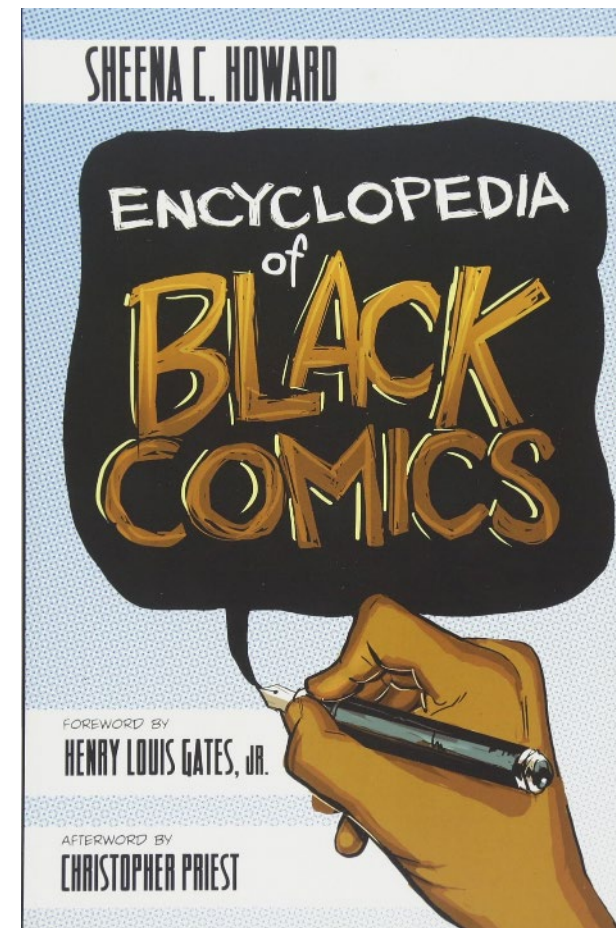
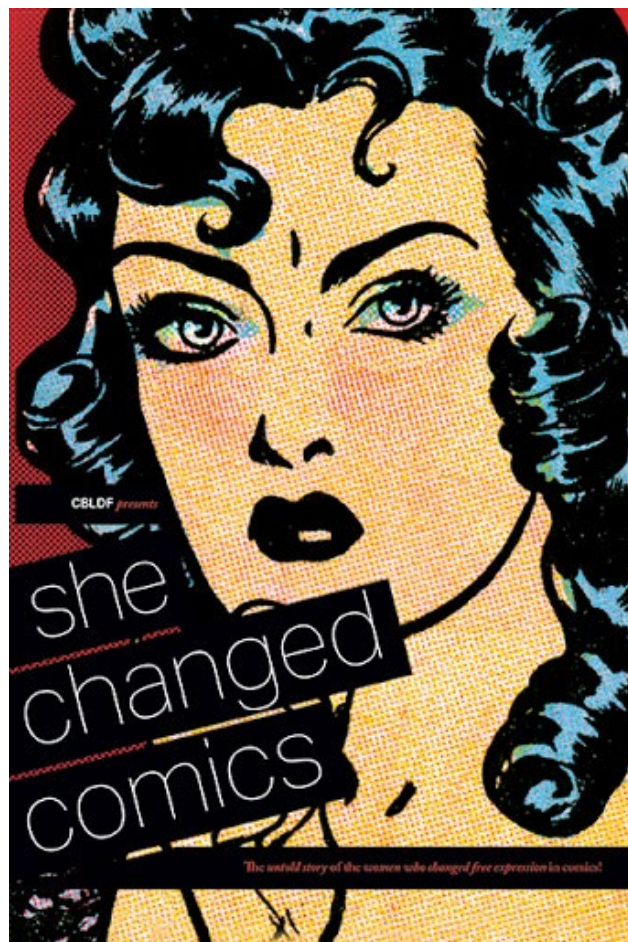


1980s-today





# History of graphic novels & comics



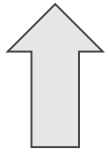


# Why read graphic novels?

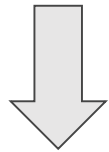
YOU AND I COULD MAKE A BAD VENGEANCE



pictures



Visual and multimodal literacy

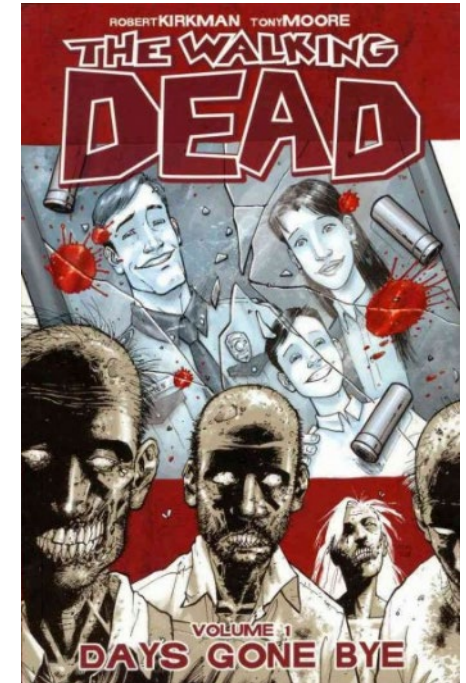
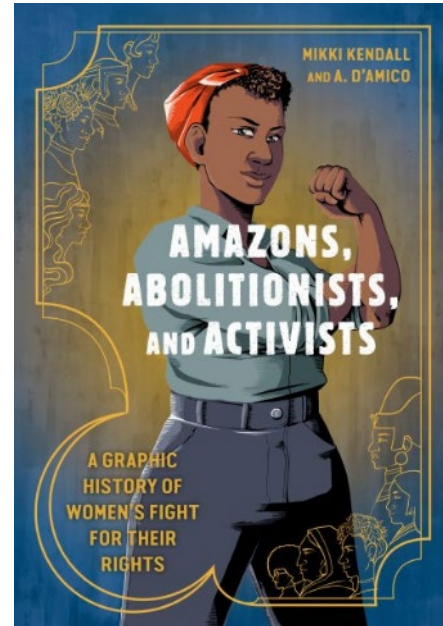
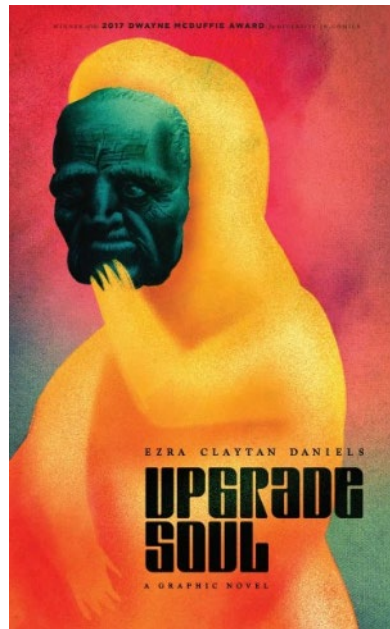
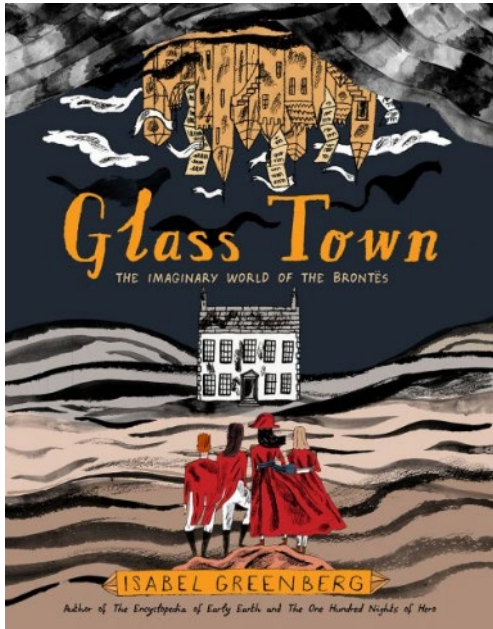


words + pictures

Image from *Hark! A Vagrant* (Kate Beaton)

# Why read graphic novels?

Genre variety!





# Why read graphic novels?



delicate, detailed, muted



bold, cartoony, colorful

art variety!

I DEVELOPED A CONTEMPT FOR USE-  
LESS ORNAMENT. WHAT FUNCTION WAS  
SERVED BY THE SCROLLS, TASSELS, AND  
BRIC-A-BRAC THAT INFESTED OUR HOUSE?



cartoony, minimally colored



black-and-white, dark, detailed, inventive

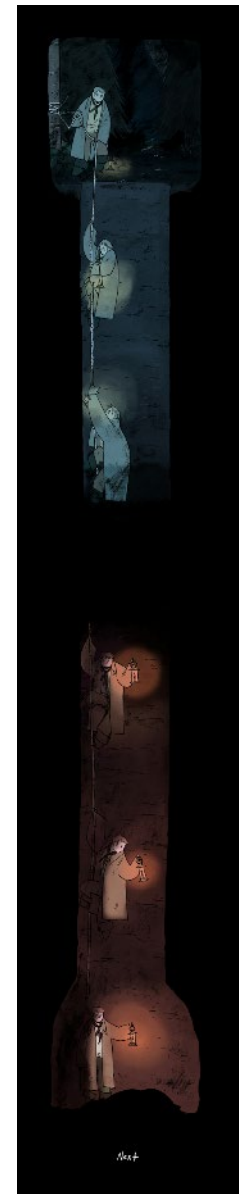
Images from *Beasts of Burden* #2 (Evan Dorkin, Jill Thompson); *Bloodlust & Bonnets* (Emily McGovern); *Fun Home* (Alison Bechdel); *March: Book Two* (John Lewis, Andrew Aydin, Nate Powell)



# Why read graphic novels?



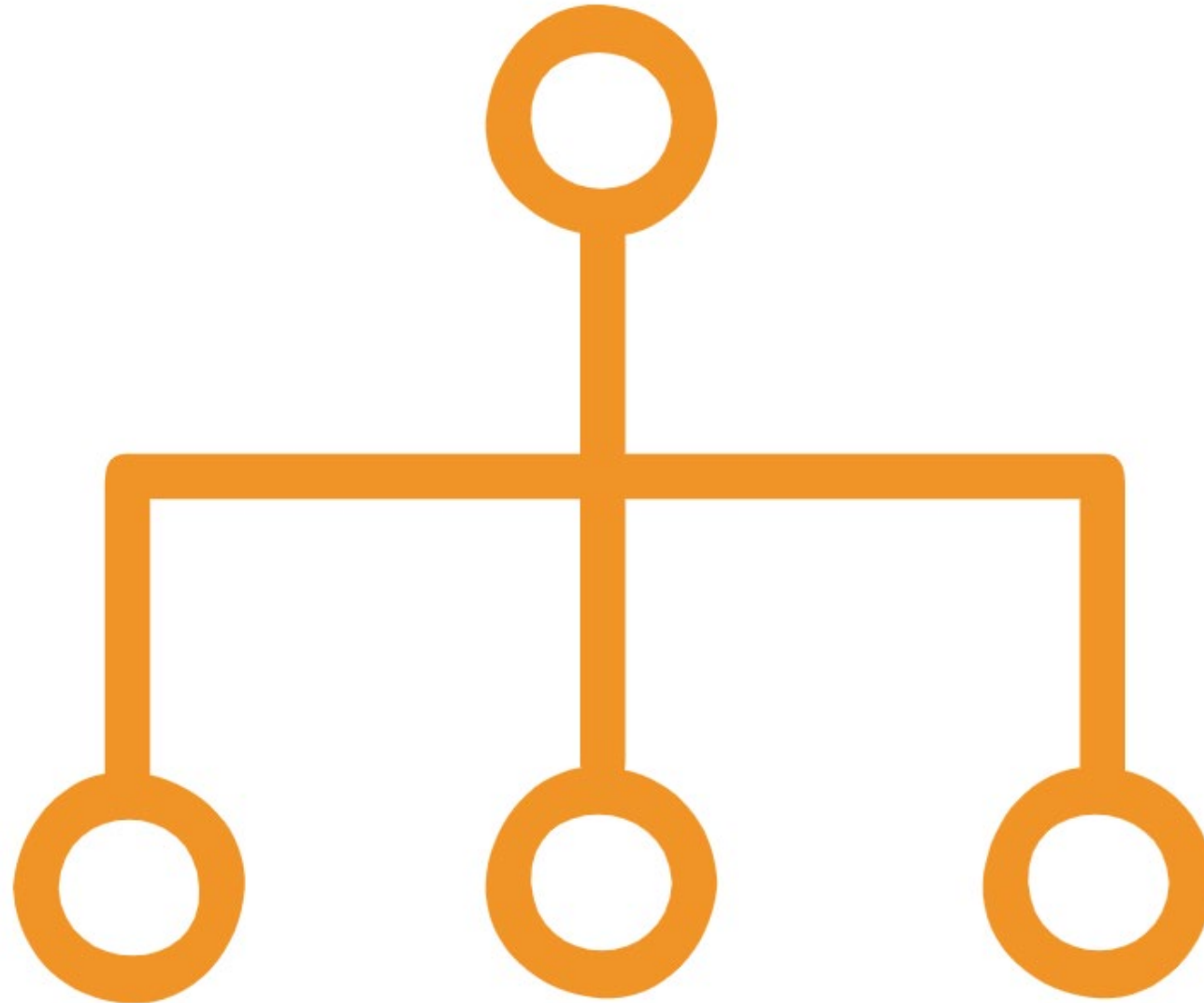
cool experiments with the form!



Images from *Hawkeye* #19 (Matt Fraction, David Aja, Matt Hollingsworth); web version of *His Face All Red* (Emily Carroll); *Adventure Time* #10 (Ryan North, Braden Lamb, Shelli Paroline)



# Genres / Subgenres

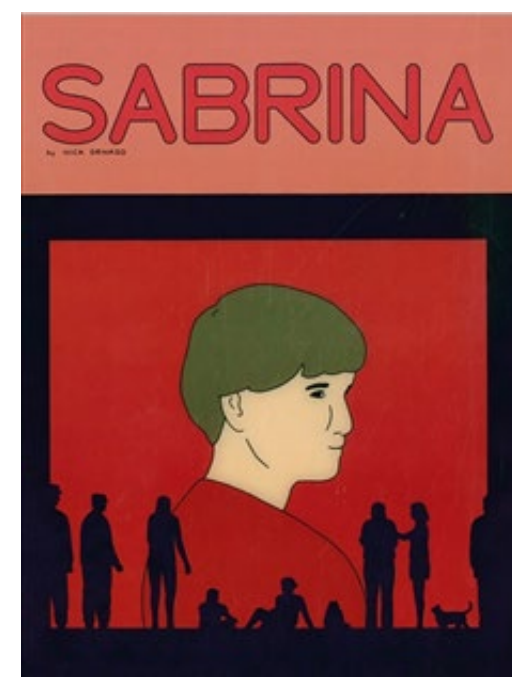
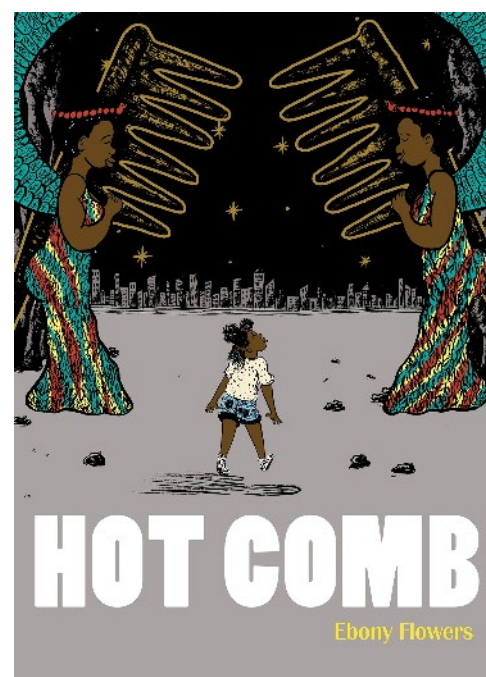
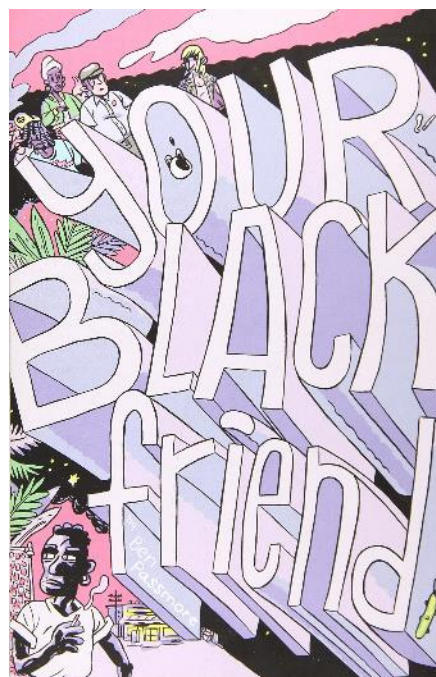
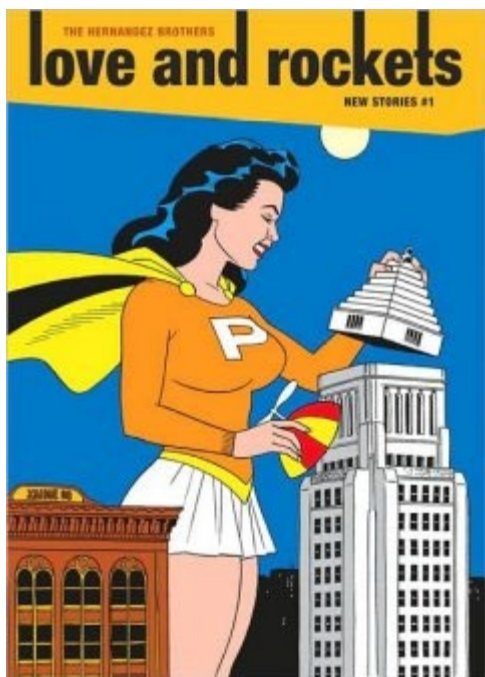


# Superheroes





# Alternative

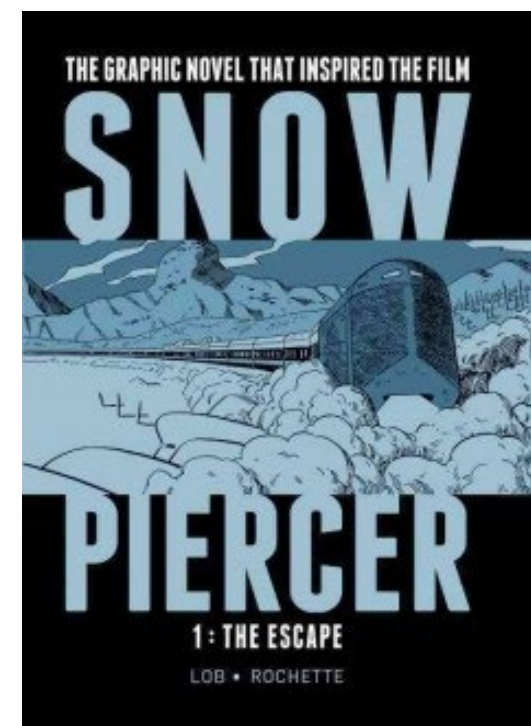
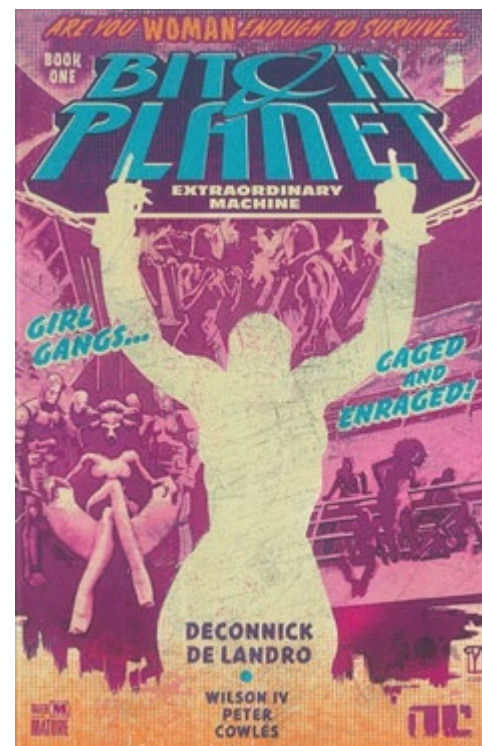
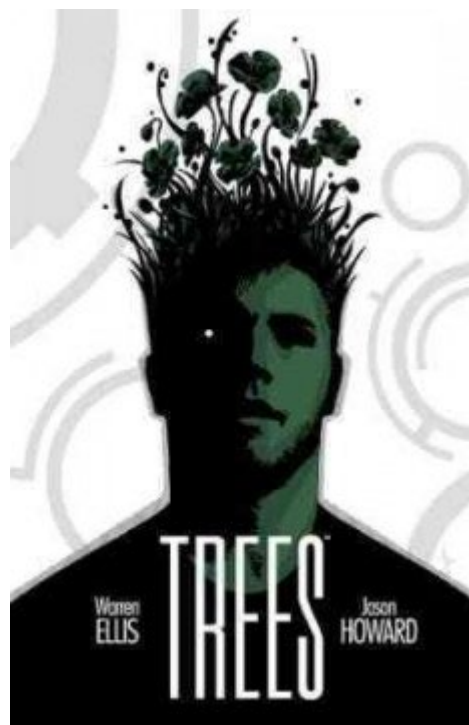
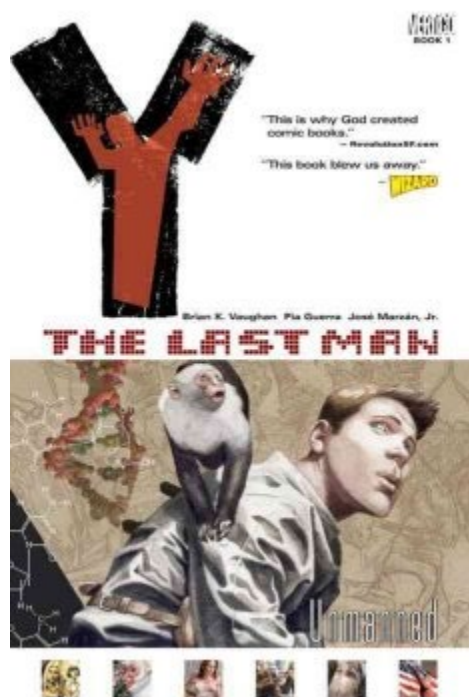


# Fantasy, Sci-fi, & Horror

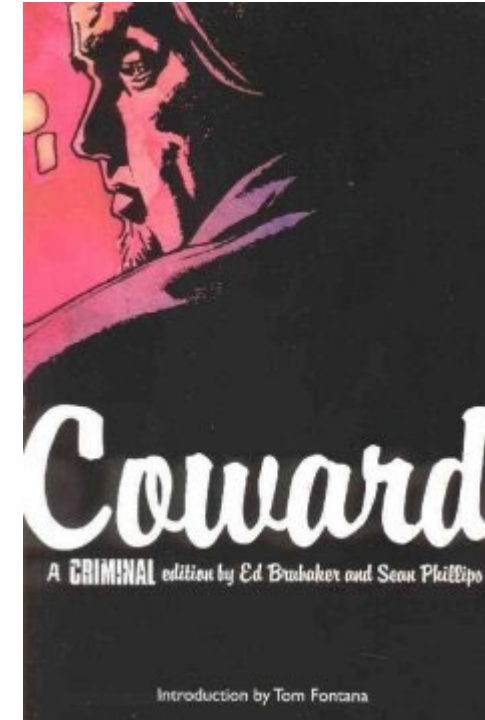
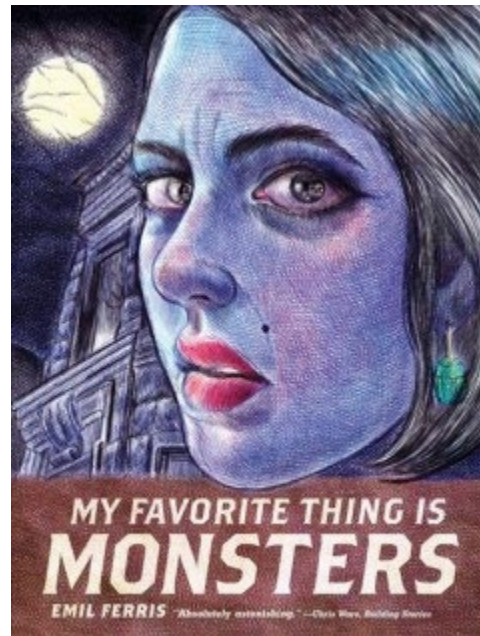




# Apocalyptic & Dystopian

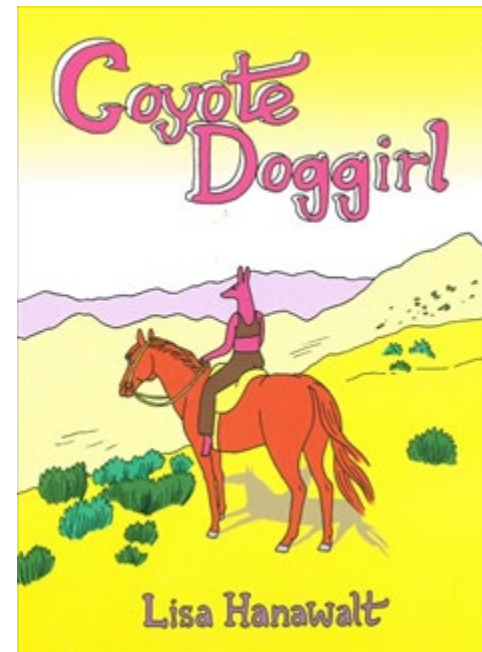
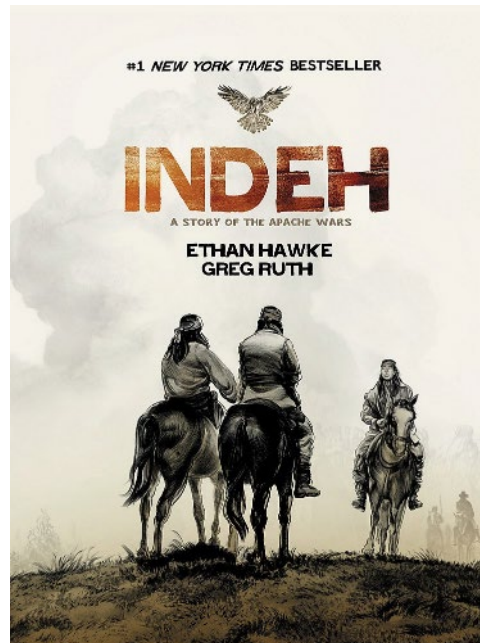
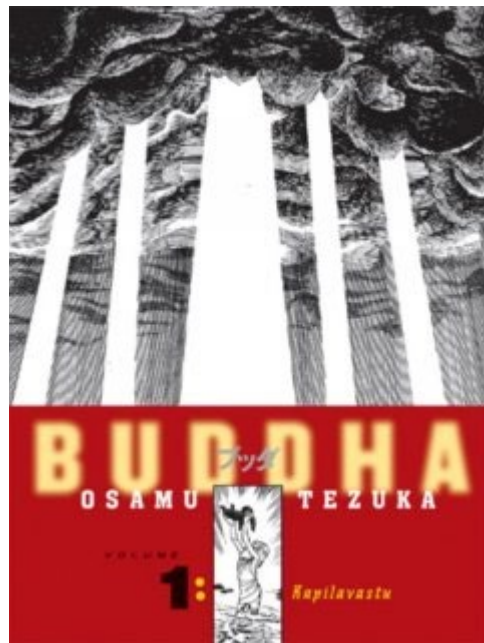
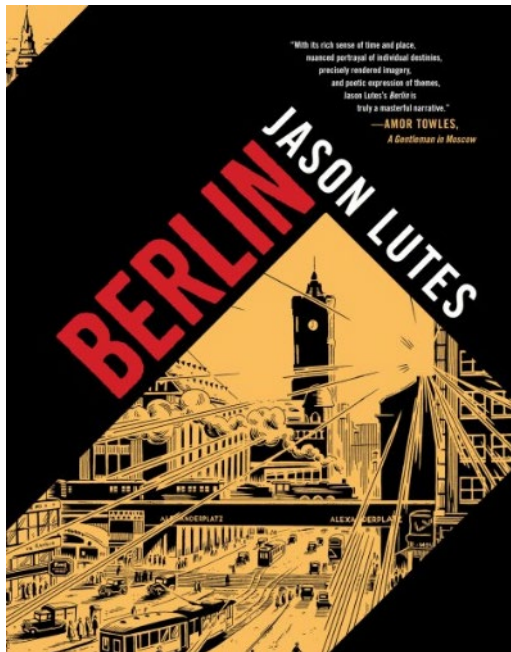


# Crime, Mystery, & Noir

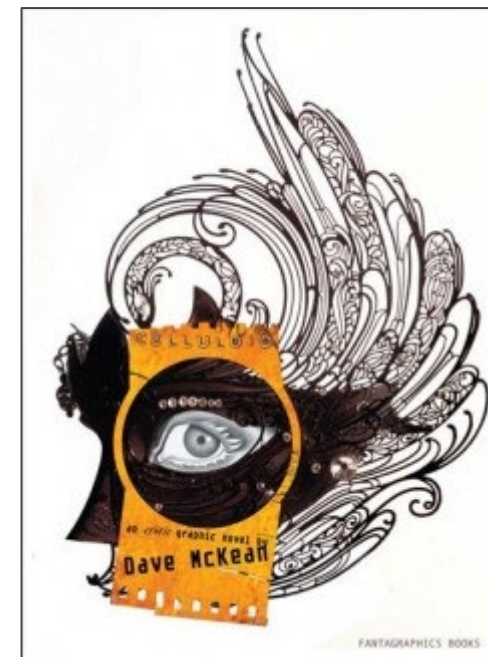
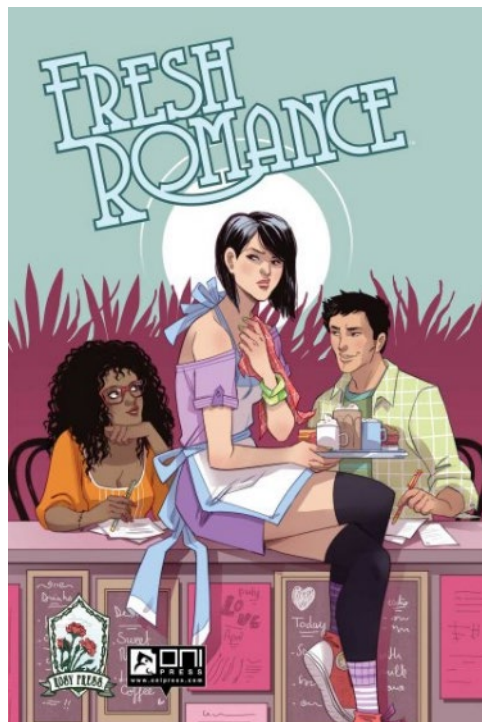




# Historical & Westerns

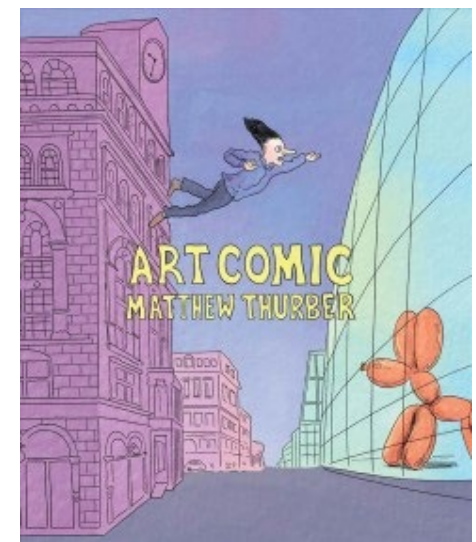
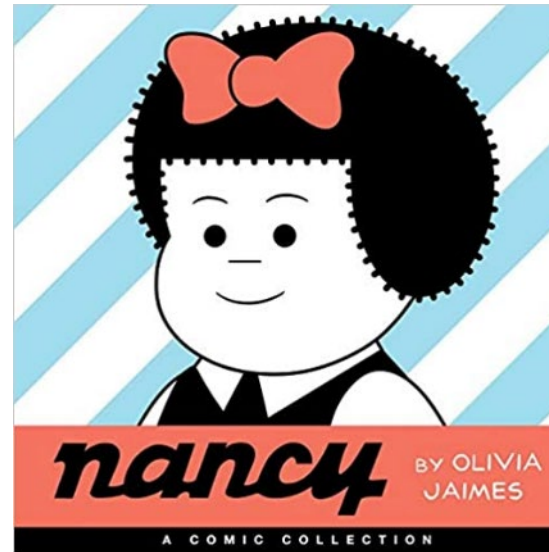
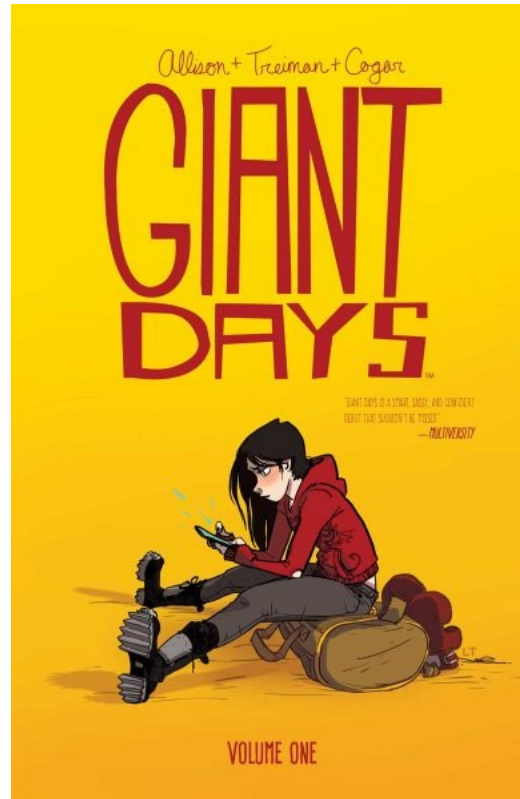
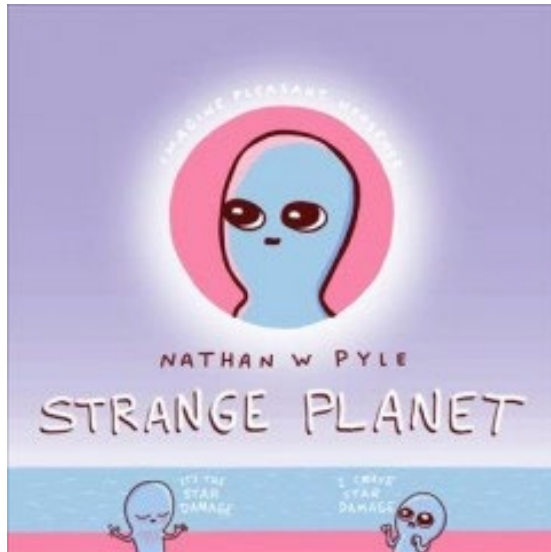


# Romance & Erotica

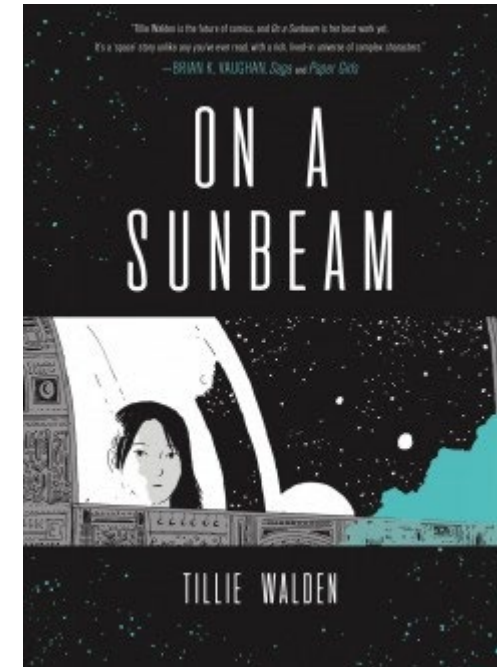
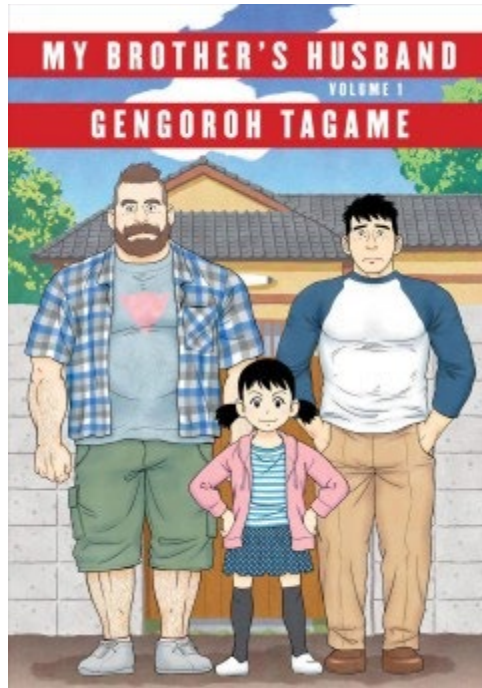




# Humorous & Satirical

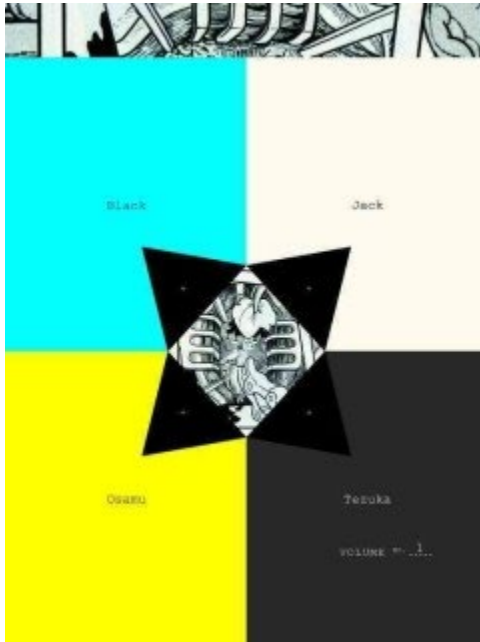


# LGBTQIA

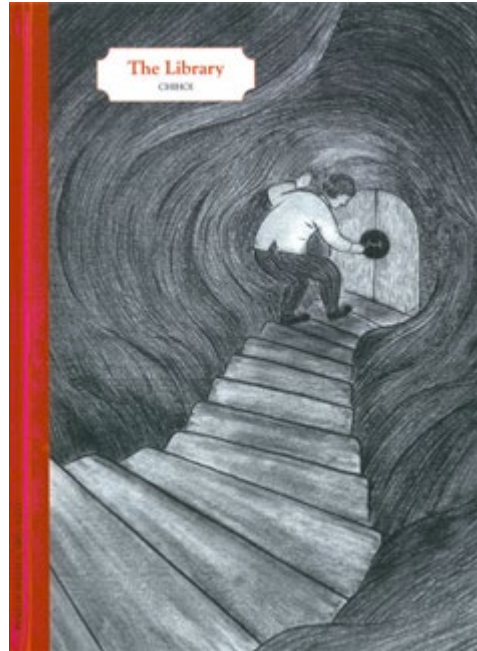




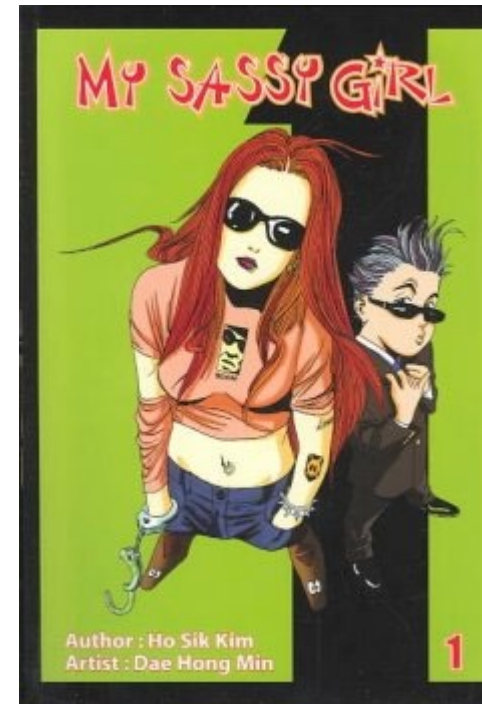
# Manga, Manhua, Manhwa



Japan

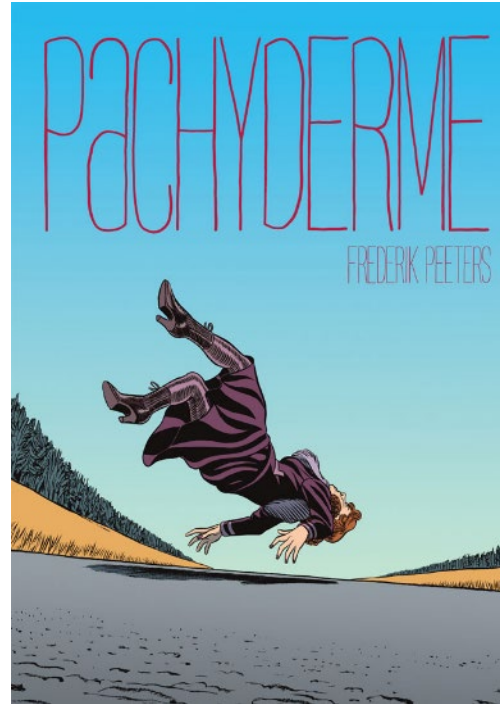
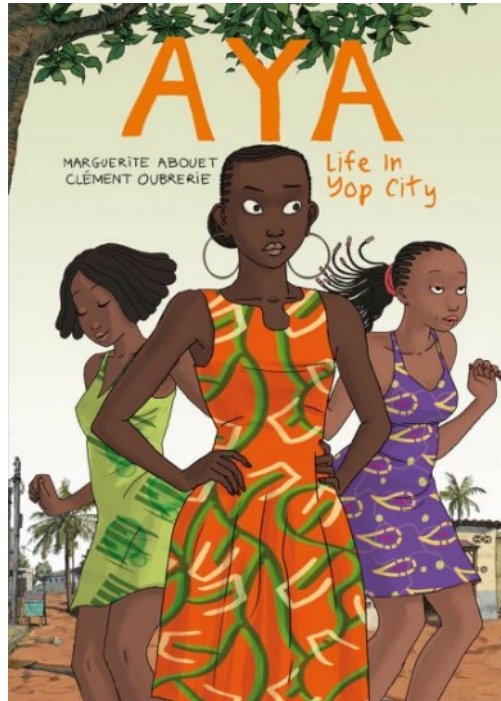


China



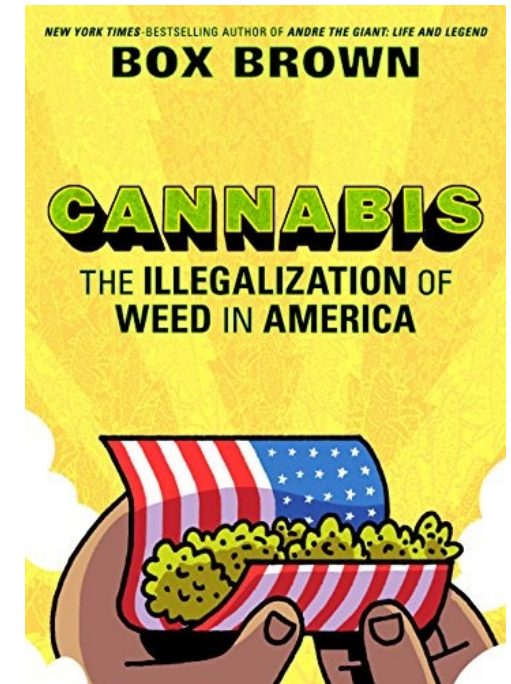
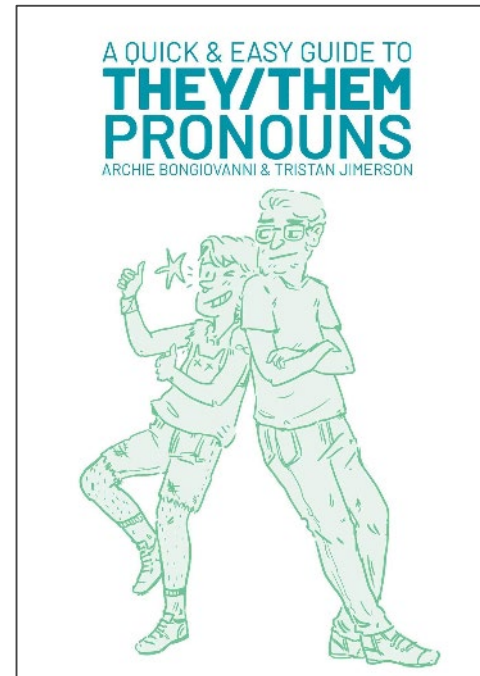
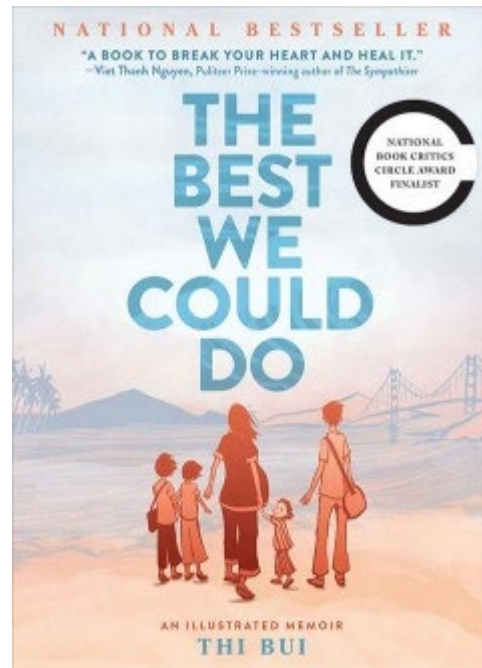
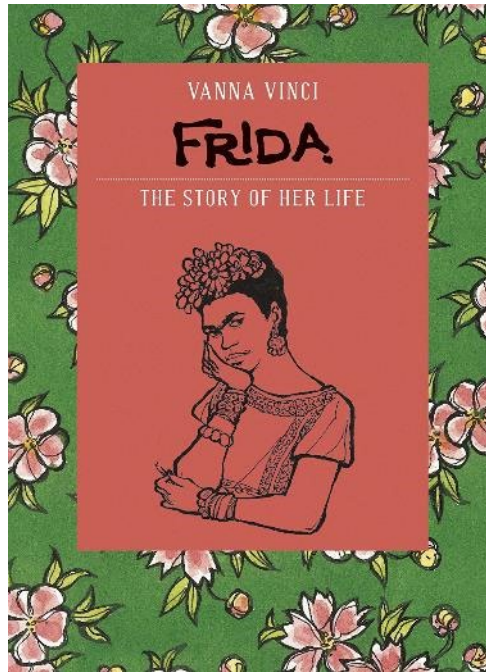
Korea

# Franco-Belgian

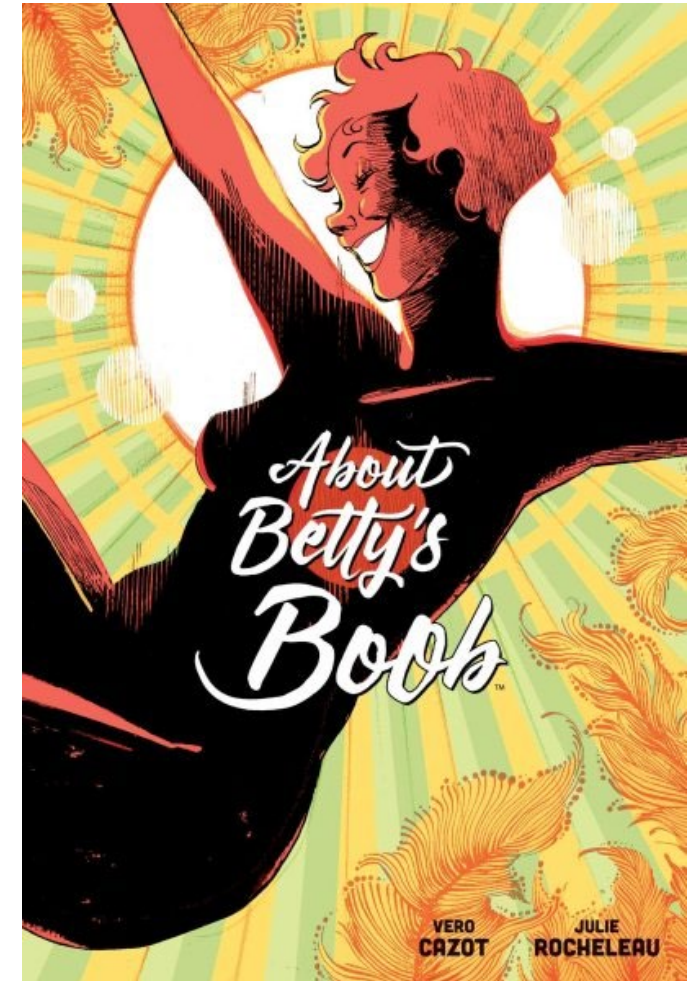
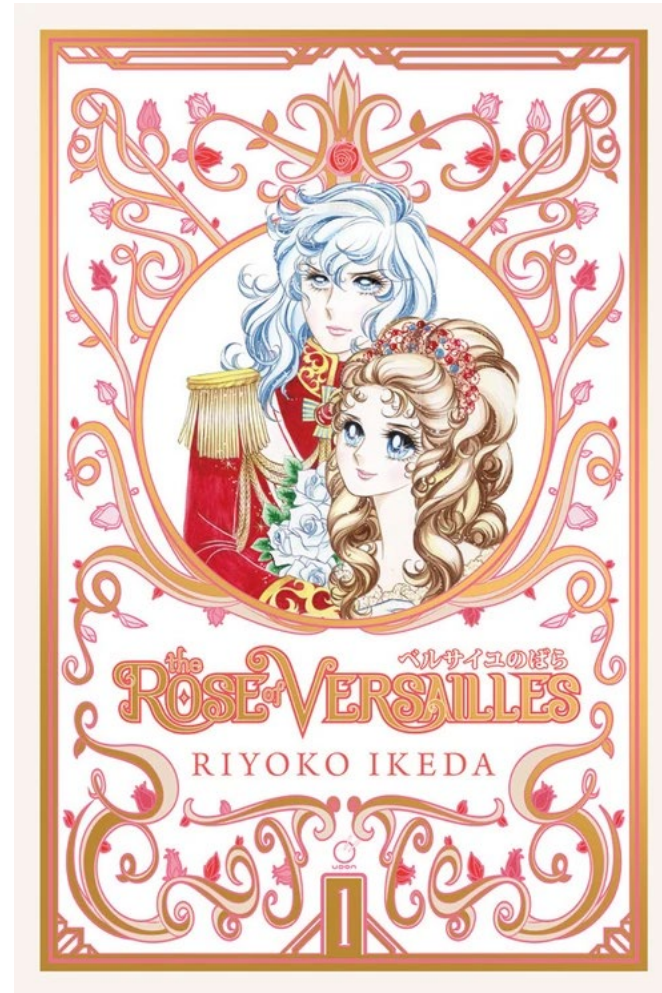




# Nonfiction

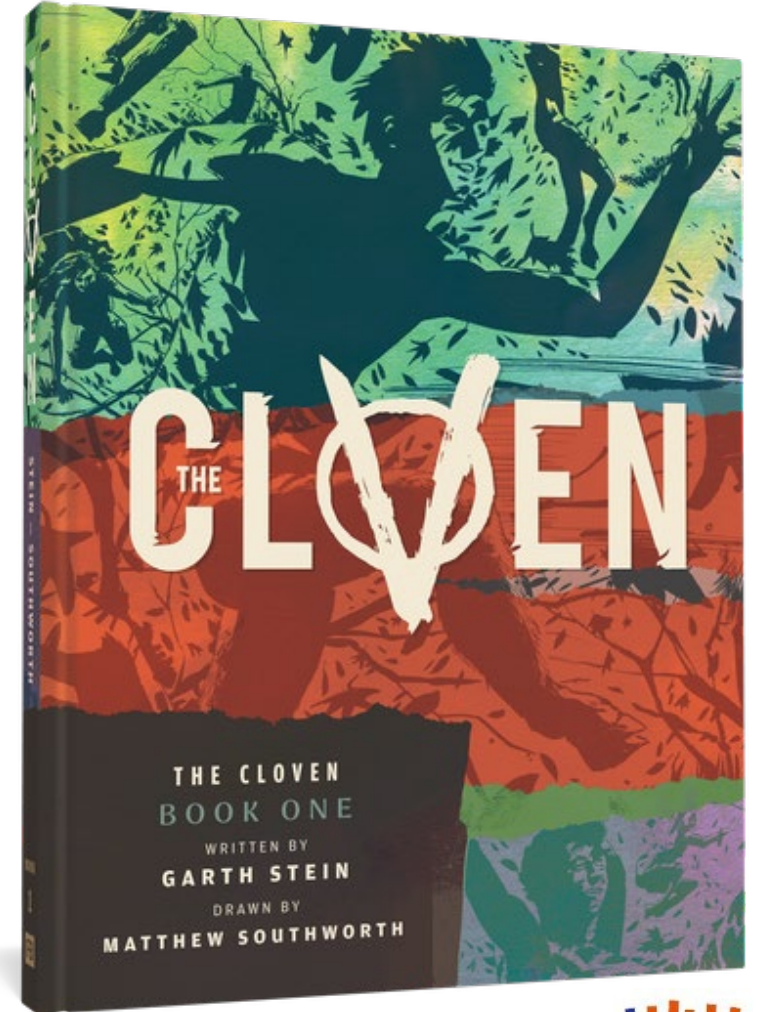
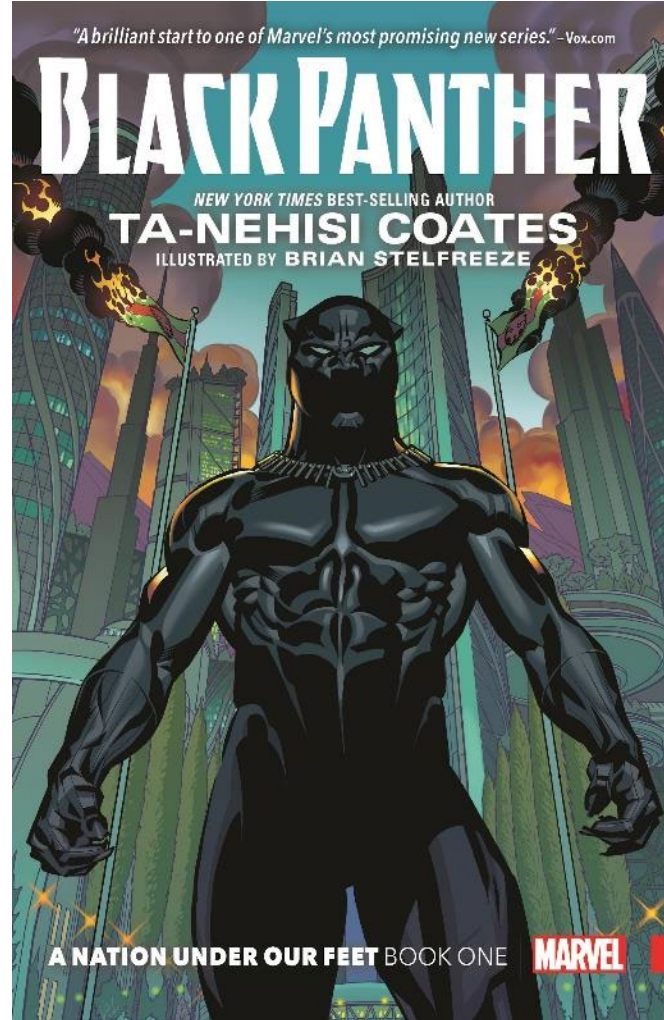


# Trends: Translations (new and old)

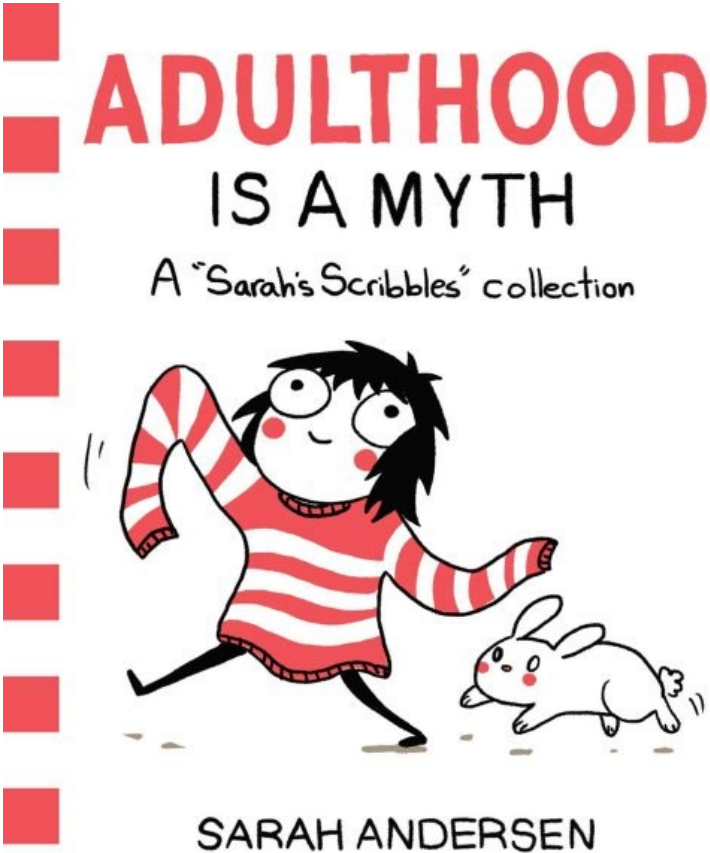




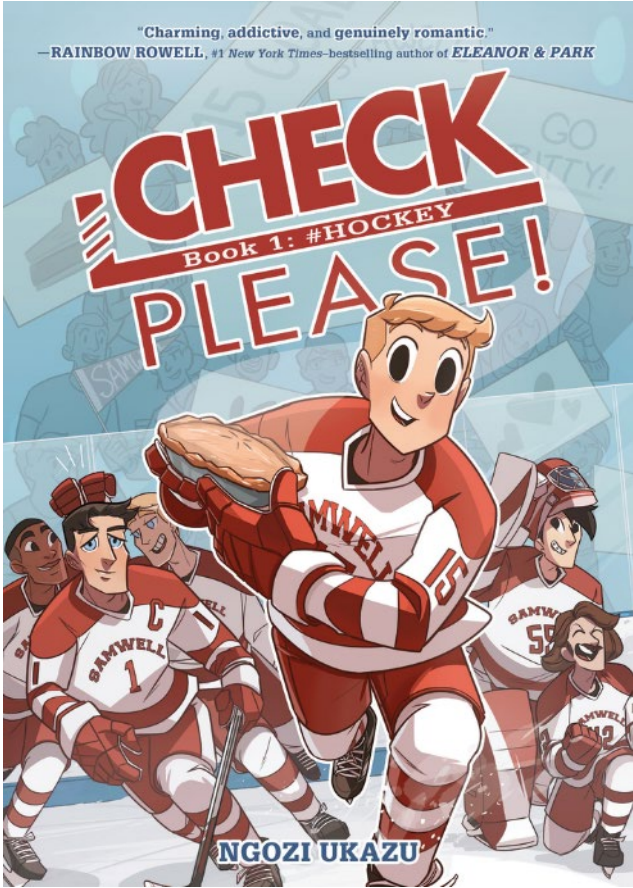
# Trends: Prose authors try their hand



# Trends: Webcomic breakouts



**LORE OLYMPUS**  
CREATED BY RACHEL SMYTHE  
EDITED BY BEKAH CADEN







Melancholy

Authentic

Violent

Own voices

Haunting

Compelling

Irreverent

Lyrical

Offbeat

Banter-filled

Strong female

Hopeful

Action-packed

Moving

Complex

Anthropomorphic

Thoughtful



# Illustration appeal

## Tone

- Charming
- Dark
- Nightmarish

## Style

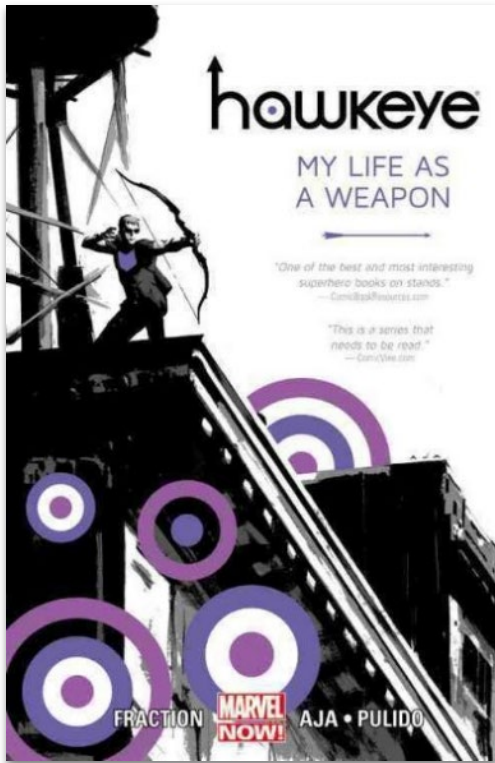
- Abstract
- Bold
- Cartoony
- Delicate
- Detailed
- Inventive
- Lavish
- Photographic
- Realistic
- Rough-edged
- Simple
- Surreal

## Color

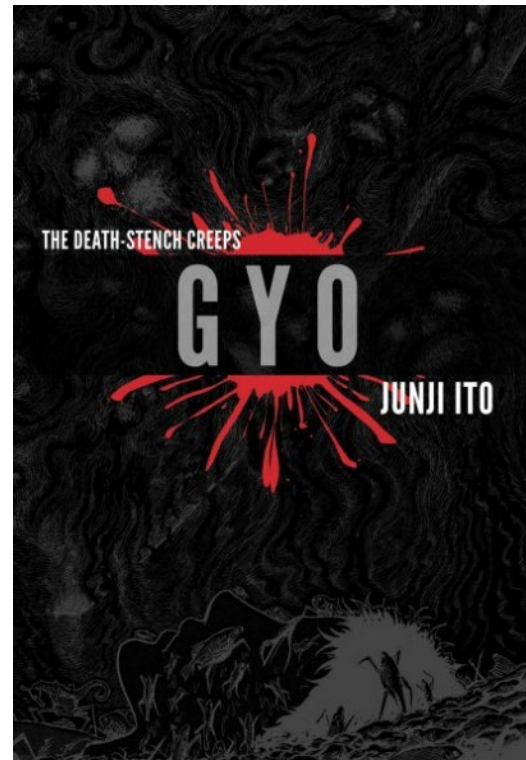
- Black-and-white
- Colorful
- Minimally colored
- Muted
- Sepia-toned

# NoveList Themes

Assemble!  
No power, still super  
Reboots and retcons



Creature feature  
Evil animals



Being a friend  
Coming out experiences





C  
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No power, still super

Good gone bad

Scum and villainy

Sidekick spotlight

Hidden heritage

Vengeance is mine

Rightful heir

Ensemble cast

Band of survivors

S  
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g

Home again

Hidden among us

Inspired by real events

Boldly go

Academies of magic

Small town horror



P  
I  
O  
T

Inspired by real events

Origin story

Coming out experiences

Engendering gender

Chosen family

To the rescue!

Lost in space

On the run



# Awards



- [Eisner Awards](#)
- [Ignatz Awards](#)
- [Harvey Awards](#)
- [Ringo Awards](#)
- [Angoulême Prix](#)
- [ALA-GNCRT Best Graphic Novels for Adults Reading List](#)
- [Excellence in Graphic Literature Awards](#)
- [Doug Wright Awards](#)
- [Dwayne McDuffie Award for Diversity in Comics](#)



# Helping Readers



# Questions to ask...

- What graphic novels have you read and enjoyed?
- What do you like to read outside the GN format?
- What genres do you like?
- What TV shows and movies are in your top 5?

TIP: It's very easy to flip through graphic novels, so you can walk a patron over to the shelves and browse a few genres & styles.



# Graphic Novel Starter Pack

- ✓ Breadth of genres
- ✓ Well-reviewed
- ✓ Wide appeal
- ✓ Stand-alone graphic novel or completed series

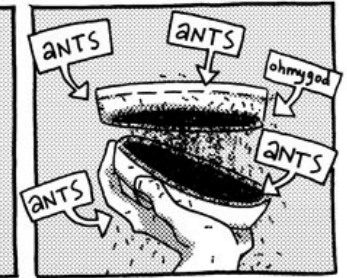
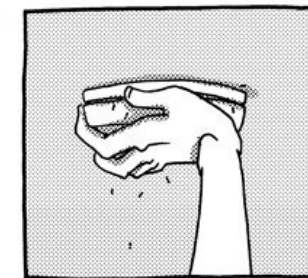


# Our Cats Are More Famous Than Us

by Ananth Hirsh and Yuko Ota

## NoveList Plus Cataloging

- **Genres:** Autobiographical comics; Life stories; Webcomics
- **Story/Character Appeal:** Amusing; Feel-good; Reflective; Conversational; Engaging
- **Illustration Appeal:** Black-and-white; Bold, Charming



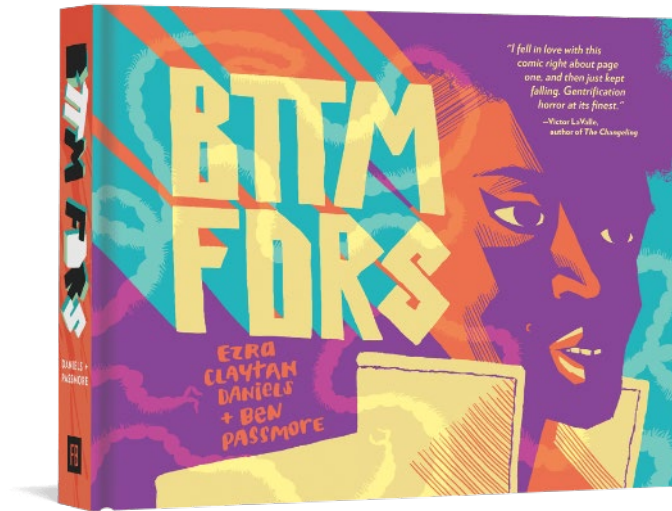
©2009 Ananth Panagariya & Yuko Ota - johnnywander 057





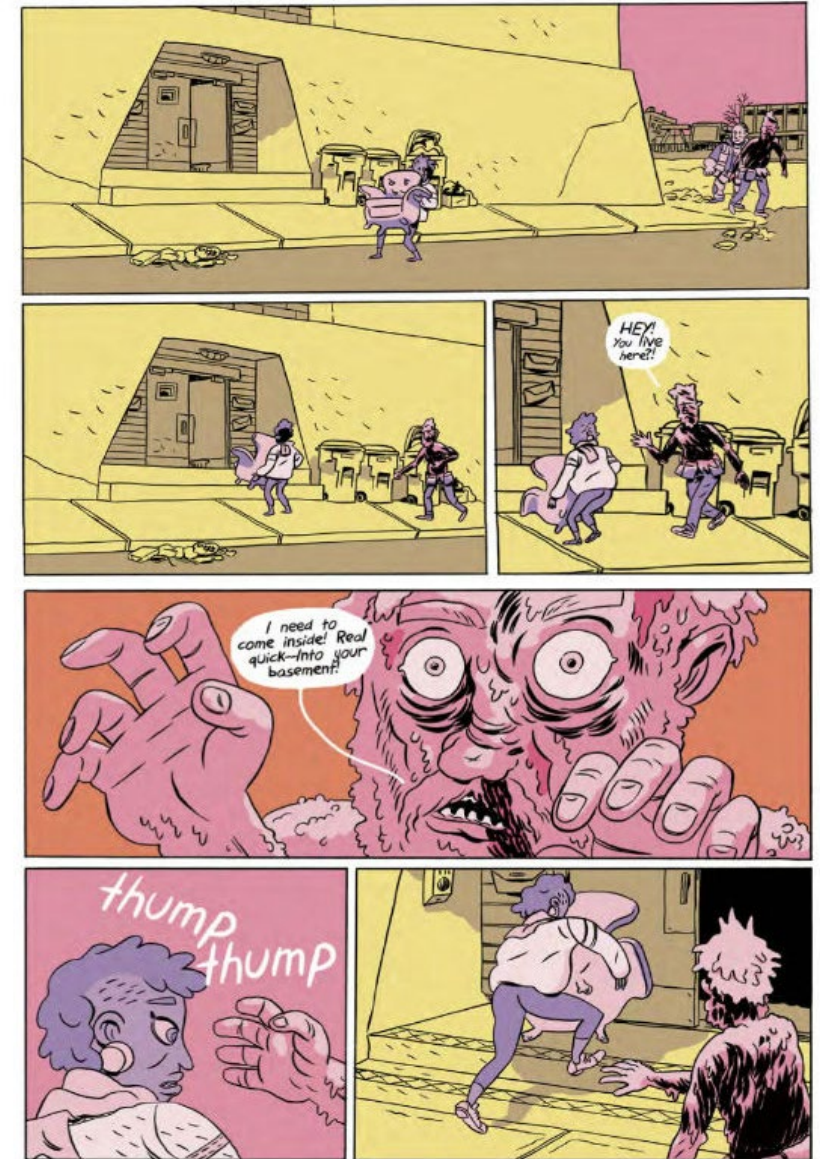
# BTTM FDRS

by Ezra Clayton  
Daniels and  
Ben Passmore



## *NoveList Plus Cataloging*

- **Genres:** African American fiction, Afrofuturism and Afrofantasy, Horror comics, Satirical comics
- **Themes:** Body horror
- **Story/Character Appeal:** Authentic, Culturally diverse
- **Illustration Appeal:** Colorful, Rough-edged



# Monster by Naoki Urasawa

(read right-to-left!)

## *NoveList Plus Cataloging*

- **Genres:** Manga, Horror comics, Mystery comics
- **Story/Character Appeal:** Compelling, Sympathetic, Well-developed

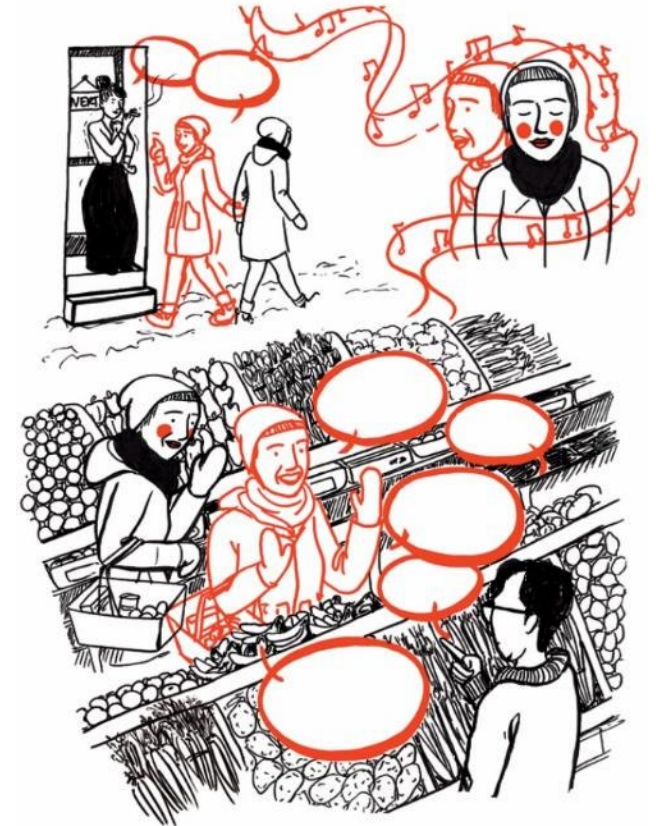
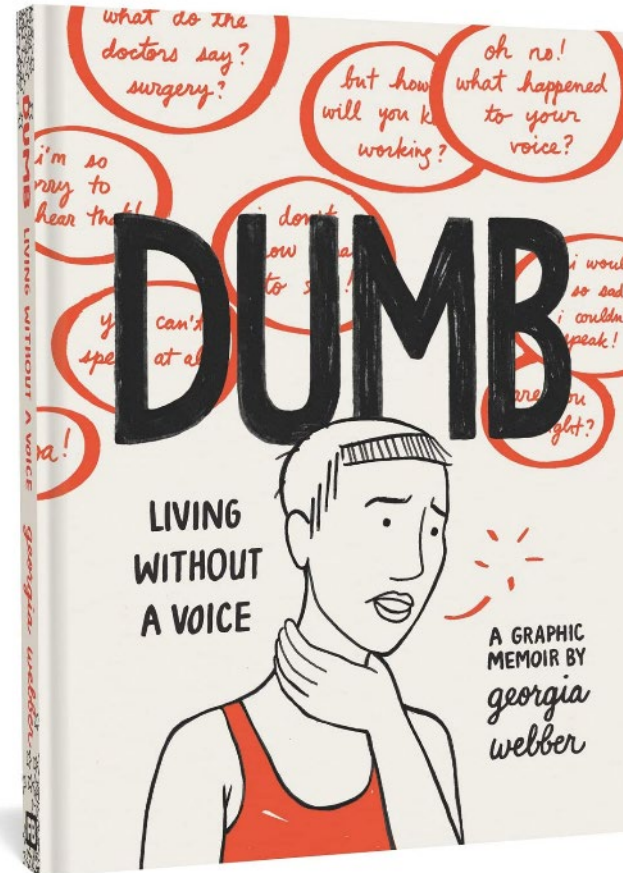




# Dumb by Georgia Webber

## NoveList Plus Cataloging

- **Genres:** Autobiographical comics; Life stories
- **Story/Character Appeal:** Hopeful; Reflective; Compelling
- **Illustration Appeal:** Minimally colored



# Y, *The Last Man* by Brian K. Vaughan and Pia Guerra

## *NoveList Plus Cataloging*

- **Genres:** Apocalyptic comics, Science fiction comics
- **Story/Character Appeal:** Character-driven, Fast-paced, Thought-provoking, Compelling
- **Illustration Appeal:** Detailed, Muted





# Titles we're excited about

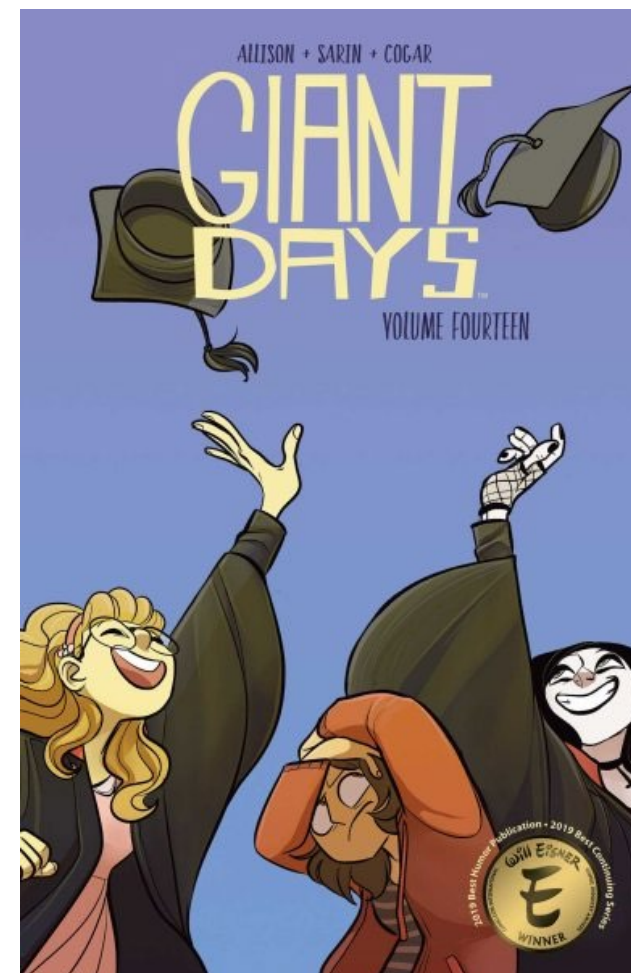
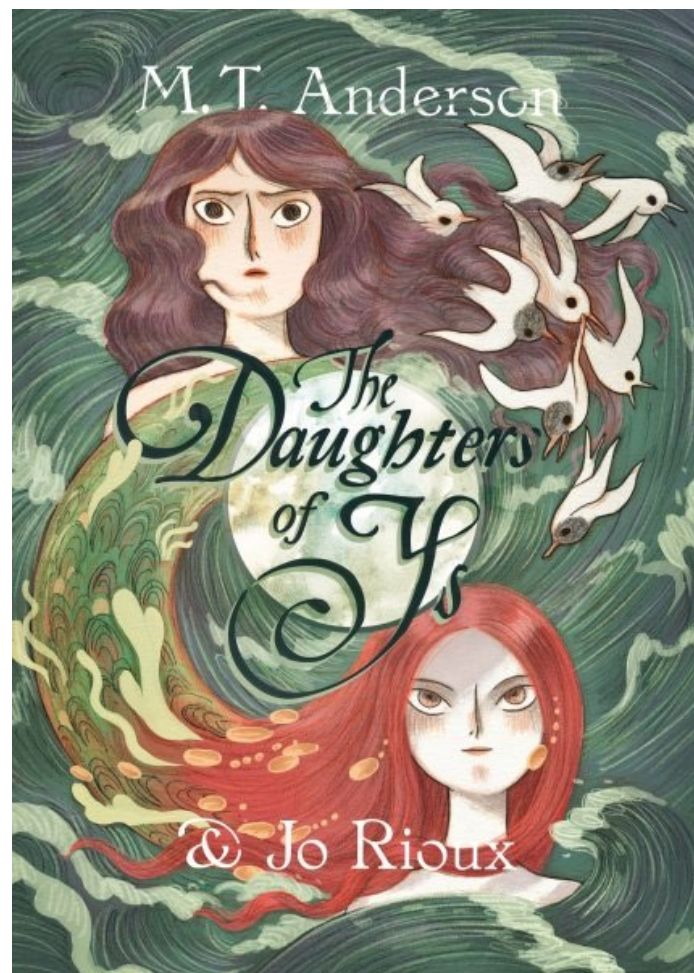
YAY!



EEEEEE!

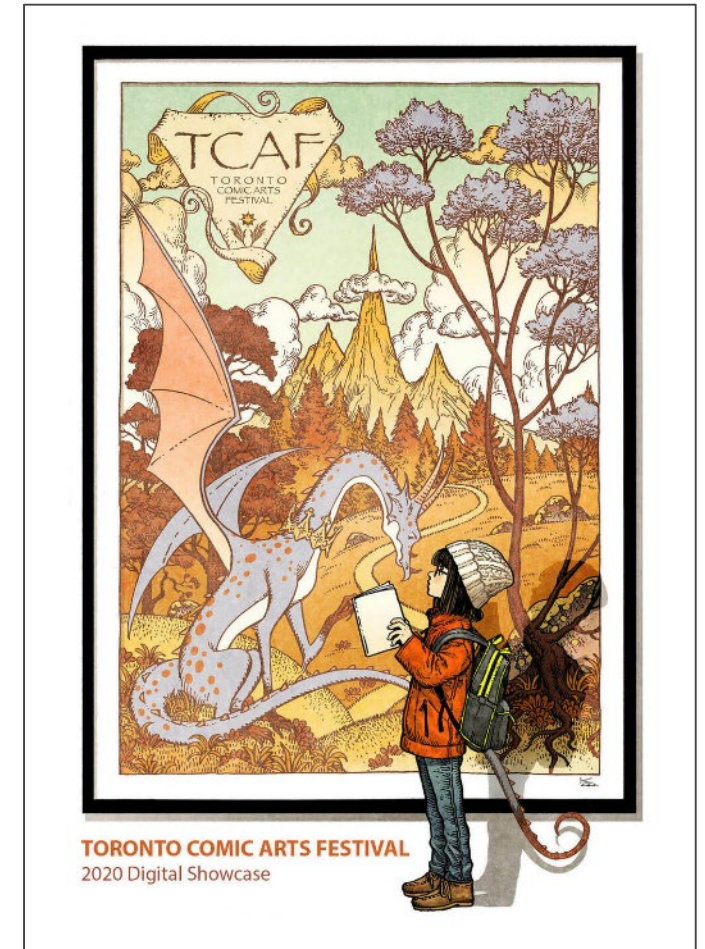
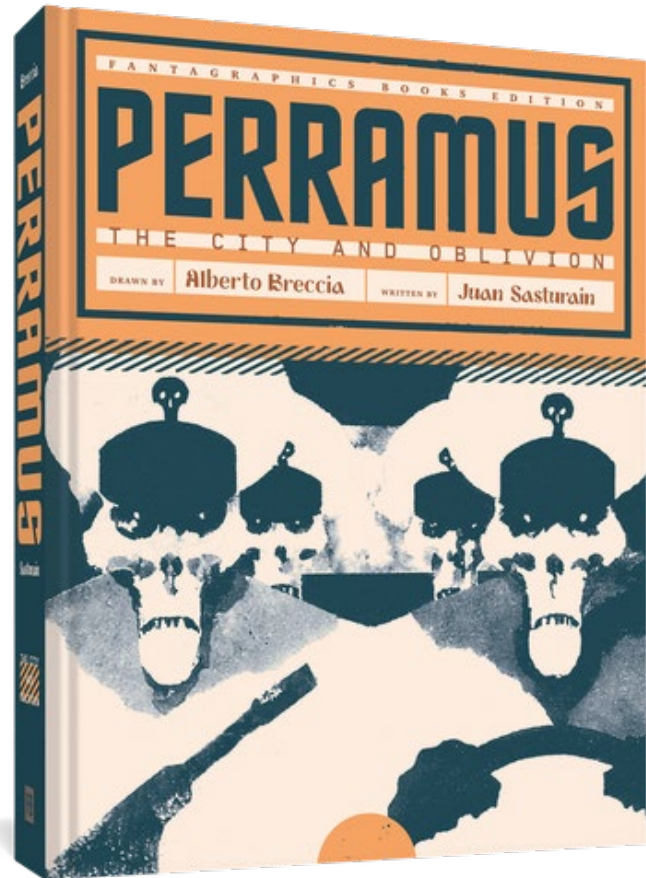


Kendal is excited about:





Patrick is excited about:



# Questions?







Thank you  
Learn more at  
[ebSCOhost.com/novelist](http://ebSCOhost.com/novelist) & [libraryreads.org](http://libraryreads.org)

# NoveList Resources





# Genre outlines

## All About Graphic Novels for Teens

by Lindsey Dunn

### What are Graphic novels?

Graphic novels are stories in print that are told through sequential panels of illustrations. Although most graphic novels include words as part of the narrative, the primary method of storytelling is visual. What separates a graphic novel from collections of newspaper comics is that a graphic novel has one continuous story.

Although graphic novels originally received acclaim for their appeal for reluctant readers or children, today many are considered just as literary as text-only novels, with many titles even winning awards previously considered out-of-bounds for graphic novels.

### What happens in Graphic novels?

Technically, graphic novels are a format, rather than a genre. Any genre or type of narrative can be told using the graphic novel format, from historical fiction to realistic fiction to fantasy to romance. In graphic novels, authors and illustrators use a combination of illustrations, speech bubbles, thought bubbles, colors, and occasional narrative sections to tell one continuous story with a beginning, middle, and end.

### Top themes found in graphic novels

Themes are popular, recurring, and recognizable plot elements found in fiction. Themes are now searchable and displayed on title records of books in NovelList. To search for a particular theme, use the field code TH. (Example: TH Chosen one)

While graphic novels make use of the same themes that NovelList uses in text-only books, superhero comics now have their own set of themes applied. Some of the most popular are:

- *No power, still super*: These heroes make use of gadgets or brain power to save the day, rather than superpowers.
- *Reboots and retcons*: Same story, new decade, location, or outfit
- *Assemble!*: Superheroes work in teams for a greater cause
- *Origin story*: Here's how it all began
- *Sidekick spotlight*: Sidekicks get their chance to shine

To see all the themes, select "Browse by . . . Themes," visible in the colored bar at the top of the page anywhere in NovelList.

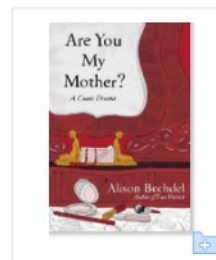
### Common characteristics

- Graphic novels epitomize the saying "show, don't tell." Authors tend to tell more of the story using character's facial expressions, actions, body language, and dialogue instead of textual details.
- The tone or mood of graphic novels is often made clear by the artist's use of an evocative color scheme or illustration style.
- Graphic novels have dynamic visual content. They are an excellent format for telling action-packed stories. Even in more character-driven or issue-driven graphic novels, the emotional state of characters is drawn in a compelling way through facial expressions, color choices, and body language. There is always something happening in each panel to propel the story forward.
- In graphic novels, words and illustration work together in concert, with illustrations sometimes taking the greater role. Though readers need to pay attention to both, a good deal of the story can be communicated through the illustrations alone.

### Why do teens like Graphic novels?

- Graphic novels provide a refreshingly different way to read than in traditional novels. The combination of illustrations and words challenges readers to use both parts of the brain. The reader sees what is said and shown and can infer the events that happen between the illustrated panels. All the many fascinating intricacies of how people read graphic novels can be found in Scott McCloud's breakout nonfiction book, *Understanding Comics*.
- Graphic novels appeal to visual learners who enjoy art, cartoons, comic books, movies, and video games.
- Once you learn how to read graphic novels, they are quick and easy to read.
- They can be helpful for language learners, since the illustrations provide context for the words.
- Reluctant readers are often drawn to graphic novels, since the combination of illustrations and text – with visual breaks between the comic panels – may appear less intimidating than books with big blocks of text.
- In general, they are fast-paced, visually compelling, and contain expressive characters.

# Recommended reads lists

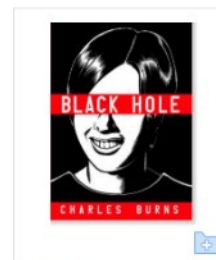


Are you my mother?: a comic drama  
(May 2012)

By: Bechdel, Alison, 1960-

Popularity:★★★★☆

Check Availability



Black hole  
(Oct 2005)

By: Burns, Charles, 1955-

Popularity:★★★★☆

Check Availability

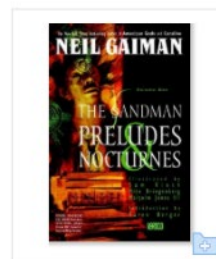


Preacher, Vol. 1, Gone to Texas  
(Jan 1996)

By: Ennis, Garth

Popularity:★★★★☆

Check Availability



The Sandman, Vol. 1, Preludes & nocturnes  
(Jan 1993)

By: Gaiman, Neil

Popularity:★★★★★

Check Availability



Pogo: the complete syndicated comic strips, volume 1  
(Dec 2011)

By: Kelly, Watt

Popularity:★★★★★

Check Availability



21st century Tank Girl  
(Dec 2015)

By: Martin, Alan C.

Popularity:★☆☆☆☆

Check Availability