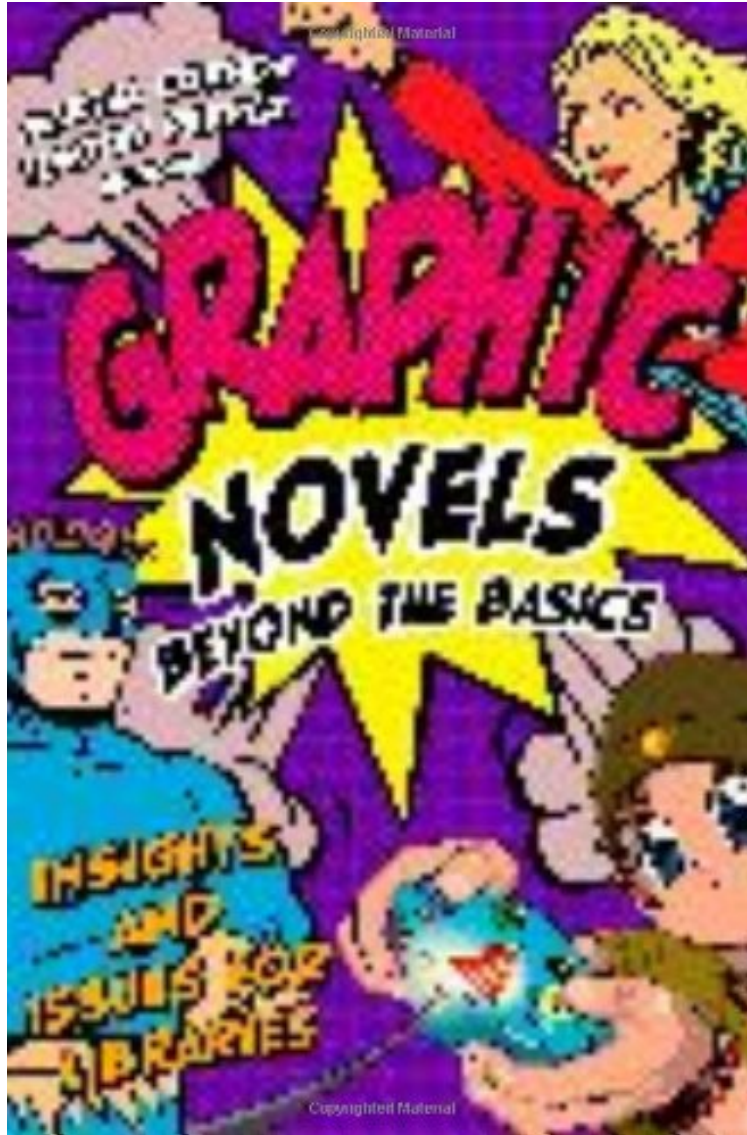


(Ebook pdf) Graphic Novels Beyond the Basics: Insights and Issues for Libraries

Graphic Novels Beyond the Basics: Insights and Issues for Libraries

From Brand: Libraries Unlimited
ePub | *DOC | audiobook | ebooks | Download PDF



DOWNLOAD



+

READ ONLINE

#2522139 in Books Libraries Unlimited 2009-08-25Ingredients: Example IngredientsOriginal
language:EnglishPDF # 1 9.21 x .65 x 6.14l, 1.05 #File Name: 1591584787281 pages | File size: 35.Mb

From Brand: Libraries Unlimited : Graphic Novels Beyond the Basics: Insights and Issues for Libraries before purchasing it in order to gage whether or not it would be worth my time, and all praised Graphic Novels Beyond the Basics: Insights and Issues for Libraries:

0 of 0 people found the following review helpful. Five StarsBy ManuelAn excellent bibliographical resource that every library should have.1 of 1 people found the following review helpful. An educational introduction and reference to the categoryBy Midwest Book ReviewGraphic novels are more than just long comic books. "Graphic Novels:

"Beyond the Basics: Insights and Issues for Libraries" is a discussion of graphic novels and their place in standard libraries, which commonly do not carry comic books. Demographic concerns, censorship, and even administrative concerns, all are discussed in depth. Any librarian who wants to better understand the graphic novel and decide whether their library should begin to carry them needs to consider "Graphic Novels: Beyond the Basics" as an educational introduction and reference to the category.

This study of the graphic novel and its growth in the library helps librarians utilize and develop this extraordinarily popular format in their library collections. Ten expert contributors well known in the library field, each a specialist in a specific aspect of the graphic novel A brief chronology of the graphic novel and its inclusion in the library Core lists of recommended graphic novel titles in most chapters Thoroughly indexed to ease access, including a detailed subject index as well as a creator and title index of key graphic novels Chapter bibliographies and additional bibliographic appendices pointing the way to additional print and multimedia resources

From School Library Journal This highly informative volume brings in experts in various subfields to discuss topics such as superheroes; manga and anime; girls and comics; American and international comics; public, school, and academic libraries; and censorship. The chapters are self-contained, and many of them have extensive references. Despite these assets, the volume is not without flaws. To begin with, because different writers worked on different chapters, certain elements are discussed over and over again, making a straight-through reading highly repetitive, e.g., the term "manga" is defined several times throughout, authors are introduced repeatedly, etc. The first chapter makes several statements with which comic-book fans might take issue. To name just a few: Namor is listed as a magic/myth character because he hails from Atlantis but he is also a mutant, Spider-Man's black-and-white costume is said to have "white webbing" when it is actually black with a white spider motif, and the Mutant Massacre story line did not take place in 1996. There are also some broader comments of a dubious nature, such as the statement that Louis Riel is "Canada's founding father." The index is inconsistent. At times, the book lacks organization, e.g., there are two sections labeled Appendix A. While there is much to enjoy and inform in this volume, it is unfortunately hindered by correctable errors. Douglas P. Davey, Halton Hills Public Library, Ontario, Canada (c) Copyright 2010. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted. From Booklist The editors of this engaging guide assert that graphic literature is not just a genre but rather an effective literary medium. They sustain their argument through a brief but insightful historical recap, an overview of evolving critical commentary, updated statistics touting ubiquitous growth, a nod to literacy-related research, and testimonials from librarians all in the introduction. Two sections follow. Part 1 offers chapter-length reviews by various contributors on graphic elements (e.g., superheroes, manga); part 2, practical matters concerning graphic novels in libraries (collection development and management, censorship). These commentaries go beyond basic information and include fresh insights and solutions (keeping up with emerging trends, dealing with cultural road bumps, forestalling complaints and challenges, etc.). Appendixes consider college courses, games, online sources, bibliography, and special-area resources: African American, Latino, LGBT, and religious. This useful and entertaining guide is recommended for public and academic libraries, for both nascent and established graphic collections. --Kathleen McBroom "The editors of this engaging guide assert that graphic literature is not just a genre but rather an effective literary medium. They sustain their argument through a brief but insightful historical recap, an overview of evolving critical commentary, updated statistics touting ubiquitous growth, a nod to literacy-related research, and testimonials from librarians all in the introduction. . . . This useful and entertaining guide is recommended for public and academic libraries, for both nascent and established graphic collections." - Booklist "Any old time librarian who wants to better understand the graphic novel and decide if their library should begin to carry them needs to consider Graphic Novels: Beyond the Basics as an educational introduction and reference to the category." - Midwest Book "In this collection of ten chapters by librarians, graphic novel writers, and others based in the US, Cornog and Perper introduce librarians to graphic novels. Chapters explain genres, superhero comics, manga, graphic fiction and nonfiction, comics for girls and women, international comics, and issues relating to purchasing, cataloging, preserving, collecting related media like anime films and video games, collecting for academic libraries, and dealing with potential complaints and censorship. Core lists of recommended titles are included, and an appendix lists graphic novels of interest to African Americans, Latinos, LGBT patrons, and those interested in religious themes." - Reference Research Book News "This work is of value not only to the librarian, but also to the educator wishing to incorporate the graphic form into their classroom." - ARBAonline "Contributors to this book include librarians, scholars, and publishers, giving the reader a well-rounded perspective from trustworthy sources. The tone is encouraging and empowering, and the information and advice is practical. This title would be an asset to any public library professional collection. Content is useful to library media specialists, academic librarians, and teachers and should be considered by those teaching in library science and media programs at the graduate level. It will serve as a reference resource to those developing a core collection, planning programs around graphic novels, academic libraries considering adding or expanding a graphic novel collection, and those writing policies or dealing with challenges of the format." - VOYA "Whether you are serious about the genre,

interested in the history, or looking for ammunition, this book should be on your shelf. The wealth of knowledge and research that went into these essays is impressive, and reading this book will put you on the road to becoming an expert. . . . Highly recommended." - Library Media Connection "highly informative . . . there is much to enjoy and inform in this volume." - School Library Journal