“Graphic Novel”, “Sequential Art”, “Comics”, “Visual Storytelling” While these words are all used to describe this art form, none of them alone comes close to explaining the depth and breadth of subject matter and intended audiences that are served in this medium.

There have been many books written as academic studies of this art form (several of which are listed below), but the purpose of this annotated bibliography is to give you a place from which to begin your own exploration of this artistic outlet. This bibliography will give you an idea of all the different subjects and audiences which sequential art tackles, to see if something sparks your interest. It is hoped that a whole world of literature will open up to you, one which is often overlooked, thought of as “kids’ stuff”, or conversely, dissected by academics in an attempt to give it external validation to the extreme of taking away its intrigue and uniqueness.

As with any art form, including other types of literature, there is such an overlap in subjects that almost any given piece could fit into two or three categories simultaneously. Works have been placed in the category which will most exemplify, but many of them could just as easily fit in other categories. For example, most of the “Adolescence” group could also fit well into the “Alienation” heading, so that heading has been reserved for works about alienation which were not a result of adolescence.

Here we go – ENJOY!

This bibliography was created by Beth Walker and Amy Seipke, of The College for Creative Studies in Detroit, MI with support from the ALA Carnegie-Whitney Grant.

Annotations and publication information referenced from Amazon, Goodreads, and Wikipedia.

View titles available in our library www.lib.collegeforcreativestudies.edu.
**Academic Studies of Comics, Graphic Novels, and Sequential Art** – These are the textbooks, essays and papers written about the psychology, sociology, history, or impacts of writings which use images to tell the story.


Offers undergraduate students an understanding of the comics medium and its communication potential. A selection of comic books and graphic novels are discussed to examine their complexity of expression.


Online companion to print magazine, with selected articles, interview excerpts, and message board.


Comprehensive history and criticism of Japanese comics.


A collection of interviews and essays by Japanese artists, cartoonists, and writers.

One of the premier review-based periodicals dealing with comic art.


Offers an explanation of comics as a medium and an overview of its evolution. The second section of the book spans Will Eisner's pioneering efforts as well as the groundbreaking modern comics by the Hernandez brothers, Chris Ware and Alison Bechdel.
Adaptations – Because of the importance of the visual aspects to the telling of the stories in graphic novels, they readily lend themselves as fodder for the movie and television industries.


This Hugo Award-winning graphic novel chronicles the fall from grace of a group of super-heroes plagued by all-too-human failings. Along the way, the concept of the super-hero is dissected as the heroes are stalked by an unknown assassin.


Another powerful story from Alan Moore, *V for Vendetta* is about loss of freedom and individuality, and takes place in a totalitarian England following a devastating war that changed the face of the planet.


This the first in a series about Canadian Scott Pilgrim, a “slacker” and part-time musician who lives in Toronto, Canada, and plays bass guitar in the band Sex-Bomb-Omb, He falls in love with American delivery girl Ramona Flowers, but must defeat her seven evil exes in order to date her.
Adolescence – The transitional period between childhood and adulthood is often a topic for interesting stories. In a time when so much of who the characters are is in flux, these stories demonstrate the universality of change and how we all struggle through that time of getting to know who we are and who we will become.


This full-cover collection covers 70 years of Archie comics, including over 50 favorite comic book stories hand-selected by noted Archie writers, artists, editors and historians that showcase Archie’s unique impact on America’s pop culture.


As hypnotically beautiful as it is horrifying, Black Hole transcends its genre by deftly exploring a specific American cultural moment in flux and the kids who are caught in it.


This coming-of-age graphic novel, voted one of the best books for teens in 2014, deals with Maggie’s problems of social interaction, starting high school, and Maggie’s sure thoughts that she is haunted.

Eisner award winner Hope Larson weaves together history, romance, and a touch of her trademark magical realism in this remarkable graphic novel of how the past haunts a teenage girl’s present.


*Yummy: The Last Days of a Southside Shorty* is a compelling dramatization based on events that occurred in Chicago in 1994. This gritty exploration of youth gang life will force readers to question their own understandings of good and bad, right and wrong.


This profound and beautiful work by Craig Thompson explores the sibling rivalry of two brothers growing up in the isolated country, and the budding romance of two coming-of-age lovers. A tale of security and discovery, of playfulness and tragedy, of a fall from grace and the origins of faith.
**Adventure** — Adventure stories are a popular genre which help to provide an escape from daily life. They follow the adventures and escapades of the characters and help the reader to experience more, all from the safety of home.


A little bit of Tintin, a little bit Indiana Jones, Tony Cliff’s *Delilah Dirk and the Turkish Lieutenant* is a great pick for any reader looking for a smart and foolhardy heroine...and globetrotting adventures.


*An Age of License* is acclaimed comic book writer Lucy Knisley’s comics travel memoir recounting her charming (and romantic!) adventures.


Comics mastermind Jason Shiga, of whom Scott McCloud said “Crazy + Genius = Shiga.” Jimmy, whose every move is under your control, finds himself in a mad scientist’s lab, where he’s given a choice between three amazing objects: a mind-reading device, a time-travel machine, or the Killtron 3000. It’s up to the reader to lead Jimmy to success or disaster.
**Alienation** – These stories help to relieve that innate feeling that people feel they are alone. They show people dealing with isolation, loneliness, and the feeling that nobody understands them. Whether it is a secret that they have to keep or having a dysfunctional family, these stories are often ones which readers can relate to deeply.


Touching, absurd, and darkly comic, Allie Brosh’s *Hyperbole and a Half* showcases her unique voice, leaping wit, and her ability to capture complex emotions with deceptively simple illustrations.


In one of the best graphic novels published in recent years, Chester Brown tells the story of his alienated youth in an almost detached, understated manner, giving *I Never Liked You* an eerie, dream-like quality.


A hilarious comic dealing with loneliness and alienation.

Renowned children’s writer David Small comes forward with this unflinching graphic memoir. Remarkable and intensely dramatic, Stitches tells the story of a fourteen-year-old boy who awakes one day from a supposedly harmless operation to discover that he has been transformed into a virtual mute. From horror to hope, Small proceeds to graphically portray an almost unbelievable descent into adolescent hell and the difficult road to physical, emotional, and artistic recovery.


*American Born Chinese* speaks to the title character’s alienation in trying to fit into American Culture. This book was a 2006 National Book Award Finalist for Young People’s Literature, the winner of the 2007 Eisner Award for Best Graphic Album: New, an Eisner Award nominee for Best Coloring and a 2007 Bank Street - Best Children’s Book of the Year.
**Comic strip collections** – These compilations of comic strips were originally released in the daily or weekly newspapers. They bring together stories about characters which were often long-running memories from childhood.


*Volume one of this series contains more than 1000 daily comics in nine complete stories, from the very first strip in August 1924 through October 1927. In the pages of 'Will Tomorrow Ever Come?' readers will discover how Annie escapes the orphanage and is ultimately adopted by 'Daddy'.*


*One of the many books on the Peanuts classics by Charles Schultz. At his death in February 2000, Scultz had completed 17,897 daily and Sunday strips, each and every one fully written, drawn, and lettered entirely by his own hand—an unmatched achievement in comics.*


*Millions of readers have enjoyed the tremendous talent of Bill Watterson. His skill as both artist and writer brings to life a boy, his tiger, and the imagination and memories of his ardent readers. *The Authoritative Calvin and Hobbes* picks up where *The Essential Calvin and Hobbes* left off. Bill Watterson"s *Calvin and Hobbes* remains the authority on humor.*
**Explicit/Adult** – As with other literary genres, there is a huge market for graphic novels which feature sexual, or drug related content for adults but are too explicit for a general audience.


This legendary erotic masterpiece from Alan Moore tells the story of Alice, Wendy, and Dorothy, who have been our guides through the Wonderland, Neverland, and Land of Oz of our childhoods. Drawing on the rich heritage of erotica, *Lost Girls* is the rediscovery of the power of ecstatic writing and art in a sublime union that only the medium of comics can achieve. Exquisite, thoughtful, and human, *Lost Girls* is a work of breathtaking scope that challenges the very notion of art fettered by convention. This is erotic fiction at its finest.


In *Rent Girl*, author Michelle Tea dramatizes the hopes and hurts, apathies and ambitions of young lesbians looking for love in the Mission District. *Rent Girl* continues Tea's graphic and uncompromising autobiographical bender, telling the story of her years as a prostitute, with provocative and richly illustrated work by Laurenn McCubbin.


Author Adam Warren brings *Empowered*, a superhero lampoon that raises the bar for erotica and low-brow comedy as the title character deals with both physical and mental self-esteem issues.
Fantasy – Sometimes we just need a good escape! These stories explore the “what ifs” in life. What if magic or ghosts exist? What if there is life on other planets? What if animals could talk?


The fabled Eerie ashcan edition is technically the first issue of the magazine. Stories in this issue (which were published in Creepy) include: Image of Bluebeard by Bill Pearson and Joe Orlando; Death Plane by Larry Ivie and George Evans; and The Invitation by Larry Englehart.


Spooky, sardonic, and secretly sincere, *Anya’s Ghost* is a wonderfully entertaining debut graphic novel from author/artist Vera Brosgol. This book was a 2011 *Kirkus* Best Teen Books of the Year title, one of *School Library Journal’s* Best Fiction Books of 2011, one of *Horn Book’s* Best Fiction Books of 2011, and winner of the 2012 Eisner Award for Best Publication for Young Adults (Ages 12-17).


Bestselling author/illustrator Jeffrey Brown takes readers on an incredible, original story that captures all of the humor, awkwardness, fun, and frustrations of middle school—all told through one boy’s comics, journal entries, letters, doodles, and newspaper clippings. The setting? A galaxy far, far away...

From favorites like "Puss in Boots" and "Goldilocks" to obscure gems like "The Boy Who Drew Cats," *Fairy Tale Comics* has something to offer every reader. Seventeen fairy tales are wonderfully adapted and illustrated in comics format by seventeen different cartoonists, including Raina Telgemeier, Brett Helquist, Cherise Harper, and more.


One of the original horror comic series that features a gruesome joie de vivre, *Crypt of Terror* features a number of prominent and highly accomplished freelance artists as Johnny Craig, Reed Crandall, Jack Davis, Will Elder, George Evans, Frank Frazetta, Graham Ingels, Jack Kamen, Bernard Krigstein, Joe Orlando, John Severin, Al Williamson, Basil Wolverton, and Wally Wood, with input from Gaines, a chemistry teacher–turned comic book writer.
International – Each country has a different graphic novel “scene”. These are the words used to describe this art form in some other countries. These words will give you a place to start searching. We could write a bibliography at least this long for any one of these countries (in fact, this project also includes one for Japanese style Manga which you can also find on the College for Creative Studies Library webpage or on our WordPress blog at http://aseip.wordpress.com/)

Bande Dessinées – France/Belgium/ Francophone countries
Fumetti – Italy
Manhua – China
Manhwa – Korea
Manga – Japan
Strips – Dutch/Belgium
**Literary (Classics)** - Adaptations of literary classics. These abridged stories are created to appeal to a younger audience or to serve as an introduction to the plots and characters of canonical works.


The twenty-four Canterbury Tales, which range from high romance set in ancient Greece to low comedy in contemporary England, are adapted into graphic novel form by Seymour Chwast—an admirable interpretation of Chaucer's pointed satire. Chwast's illustrations relate tales of trust and treachery and of piety and bawdiness in an engaging style that will appeal to those who have enjoyed *The Canterbury Tales* for years, and those for whom this is a first introduction.


*THE GRAPHIC CANON* is a gorgeous, one-of-a-kind trilogy that brings classic literatures of the world together with legendary graphic artists and illustrators. There are more than 130 illustrators represented and 190 literary works over three volumes—many newly commissioned, some hard to find—reinterpreted here for readers and collectors of all ages.


One of the best sea novels ever written, *The Sea-Wolf* tells of mutiny, shipwreck, and a desperate confrontation among the high seas.

This exhilarating graphic-novel edition of an ancient classic honors the spirit of the original as it attracts modern readers. The epic tale of the great warrior Beowulf has thrilled readers through the ages -- and now it is reinvented for a new generation with Gareth Hinds's masterful illustrations. Told for more than a thousand years, Beowulf's heroic saga finds a true home in this graphic-novel edition.
LGBTQ — Stories featuring characters who identify in any way other than heterosexual and cisgendered. These stories are often about day to day life, but can also include autobiographical sketches and stories about learning to accept oneself, as well as societal and familial pressures.


The groundbreaking, award-winning semi-autobiographical graphic novel features an introduction by Alison Bechdel, award-winning author of Fun Home. The title character’s story is both deeply personal and epic in scope, as his search for identity plays out against the brutal fight over segregation, an unplanned pregnancy and small-town bigotry, aided by an unforgettable supporting cast.


In this tender, bittersweet, full-color graphic novel, a young woman named Clementine discovers herself and the elusive magic of love when she meets a confident blue-haired girl named Emma: a lesbian love story for the ages that bristles with the energy of youth and rebellion and the eternal light of desire. First published in France by Glénat, the book has won several awards, including the Audience Prize at the Angoulême International Comics Festival, Europe’s largest.


Ariel Schrag begins her turbulent ride through high school in the volumes of her acclaimed series of compelling and strikingly honest autobiographical graphic novels.
**Mystery** – Mystery stories are one of the most popular literary styles. These stories retain their appeal and are, of course, available in this popular medium as well.


This graphic novel presents a heart-pounding tale of betrayal, blackmail, and murder that will take you to the edge of your seat on a ride through Raymond Chandler’s last thriller.


**THE BLACK DIAMOND DETECTIVE AGENCY** is based on the historical journals of Arthur James Uindlen, the agency’s founder. Adapted and illustrated with watercolor art by Eddie Campbell, this graphic novel brings a new perspective to that time in America when small farmers were the backbone of the country, graft was rampant, and railroads thundered through western towns.


Researched and extensively presented, author Rick Geary tells the Jack The Ripper mystery through a journal of a fascinated Englishman of the day. Both factual and darkly funny, Geary’s personal take on this story shines an ironic light on the repressive society that spawned such a monster.

Sala’s superbly elegant, shadowy draftsmanship and wittily spooky storytelling make *Mad Night* a wonderful romp for fans of gothic horror—part Dario Argento, part Edward Gorey, but all fun from the first page to the last.
**Non-fiction** – Graphic storytelling is also be used in many cases to tell true stories and to share autobiographical accounts or memoirs.


*What It Is* demonstrates a tried-and-true creative method that is playful, powerful, and accessible to anyone with an inquisitive wish to write or to remember. Composed of completely new material, each page of Barry’s first Drawn & Quarterly book is a full-color collage that is not only a gentle guide to this process but an invigorating example of exactly what it is: “The ordinary is extraordinary.”


The Illustrated Guide to Criminal Law is a complete law school course that keeps the laughter in manslaughter. You start with the absolute basics (what is crime?) and are soon deep in complex concepts like conspiracy, self-defense, and yes, entrapment -- all explained with clarity, humor, and passion.


Jacques Derrida is considered one of the most famous philosopher of the late twentieth century. His philosophy is an array of rigorous tactics for destabilizing texts, meanings, and identities. *Introducing Derrida* is a graphic guide that introduces and explores his life and work and explains his influence within both philosophy and literature.

From 1951 to 1971 Will Eisner produced *PS* magazine for the U.S. Army. This *Preventive Maintenance Monthly* (called *PS* because it was a postscript to the standard technical manuals) was aimed at teaching American soldiers everything about weapons safety for vehicles, aircraft, firearms, and electronics. Eisner illustrated these vital lessons in drawings, pinups, step-by-step guides, and comic strips. This relatively unknown work by Eisner is finally explored—the missing link between his comic books and his later, more mature graphic novel style.


In *The Manga Guide to Physics*, you'll follow alongside Megumi as she learns about the physics of everyday objects like roller skates, slingshots, braking cars, and tennis serves. In no time, you'll master tough concepts like momentum and impulse, parabolic motion, and the relationship between force, mass, and acceleration.


*Kiss My Aster* is a hilarious, irreverent, interactive guide to designing an outdoor space that is exactly what you want. Combining entertaining illustrations with laugh-out-loud text, Amanda Thomsen lays out the many options for home landscaping and invites you to make the choices.
Biographies – this genre is also well-represented in graphic storytelling. Many times a graphic format allows the author to share the setting of the story or the look of the characters without having to resort to words.


In this story, a haunting and original graphic novel, writer-artist Backderf creates a surprisingly sympathetic portrait of a disturbed young man struggling against the morbid urges emanating from the deep recesses of his psyche—a shy kid, a teenage alcoholic, and a goofball who never quite fit in with his classmates. With profound insight, what emerges is a Jeffrey Dahmer that few ever really knew, and one readers will never forget.


In this groundbreaking, bestselling graphic memoir, Alison Bechdel charts her fraught relationship with her late father. In her hands, personal history becomes a work of amazing subtlety and power, written with controlled force and enlivened with humor, rich literary allusion, and heartbreaking detail.


Chester Brown reinvents the comic-book medium to create the critically acclaimed historical biography *Louis Riel*, winning the Harvey Awards for best writing and best graphic novel for his compelling, meticulous, and dispassionate retelling of the charismatic, and perhaps insane, nineteenth-century Métis leader.

Rick Geary tackles the most controversial case of the 20th century. Anarchists Sacco & Vanzetti were accused of robbery and murder but so many supposedly damning pieces of evidence were questionable their guilty verdict elicited massive protests around the world.


Acclaimed for his visionary short-story collections, the legendary Japanese cartoonist Yoshihiro Tatsumi has come to be recognized in North America as a precursor of today’s graphic novel movement. *A Drifting Life* is his monumental memoir eleven years in the making, beginning with his experiences as a child in Osaka, growing up as part of a country burdened by the shadows of World War II.


Beautifully and thoughtfully illustrated, *American Widow* is the affecting account of one woman’s journey through shock, pain, birth, and rebirth in the aftermath of a great tragedy. It is also the story of a young couple’s love affair: how a Colombian immigrant and a strong-minded New Yorker met, fell in love, and struggled to fulfill their dreams. Above all, *American Widow* is a tribute to the resilience of the human heart and the very personal story of how one woman endured a very public tragedy.

The True Life story of the Rwanga family and their struggle to survive during the genocide in Africa in 1994. A story that will not only enlighten, but will touch the hearts of all who read.


The infamous H. H. Holmes is the next subject of Geary's award-winning and increasingly popular series. Holmes was the world’s first serial killer in the late 19th century, operating around the Chicago World's Fair, where he methodically murdered up to 200 people, mostly young women.


An entertaining and informative illustrated guide that makes world history accessible, appealing, and funny.

Often regarded as one of the most significant graphic novels ever published, *From Hell* combines meticulous research with educated speculation, resulting in a masterpiece of historical fiction both compelling and terrifying.


This harrowing story of Hiroshima was one of the original Japanese manga series. New and unabridged, this is an all-new translation of the author's first-person experiences of Hiroshima and its aftermath, a reminder of the suffering war brings to innocent people. Volume one of this ten-part series details the events leading up to and immediately following the atomic bombing of Hiroshima.


*A.D.: New Orleans After the Deluge* is a non-fiction graphic novel by cartoonist Josh Neufeld. It tells the stories of a handful of real-life New Orleans residents and their experiences during and after Hurricane Katrina.

*Nylon Road* is the story of a young Iranian woman’s struggles with growing up under Shiite Law, her journey into adulthood, and the daughter whom she had to leave behind when she left Iran. Beautifully told, poignant, this is a powerful work about the necessity of freedom.


*Persepolis* is Marjane Satrapi’s memoir of growing up in Iran during the Islamic Revolution. In powerful black-and-white comic strip images, Satrapi tells the story of her life in Tehran from ages six to fourteen, years that saw the overthrow of the Shah’s regime, the triumph of the Islamic Revolution, and the devastating effects of war with Iraq. The intelligent and outspoken only child of committed Marxists and the great-granddaughter of one of Iran’s last emperors, Marjane bears witness to a childhood uniquely entwined with the history of her country.


G. B. Trudeau’s Doonesbury has tracked and explored 40 years of American culture through six wars and eight presidential administrations.
Poverty – Some stories are best told through images rather than words. Images allow readers to see things which they might not have the mental schema to imagine. Stories about poverty are one such genre.


*A Contract With God* express the joy, exuberance, tragedy, and drama of life on the mythical Dropsie Avenue in the Bronx. This is the legendary book that launched a new art form and reaffirmed Will Eisner as one of the great pioneers of American graphics.


*Days of Destruction, Days of Revolt* is the searing account of the travels of award-winning author Chris Hedges and Joe Sacco. This story shows in words and drawings what life looks like in places where the marketplace rules without constraints, where human beings and the natural world are used and then discarded to maximize profit.


This is a searing graphic novel of homeless life in the New York City subways.


This collection contains the first five issues of the critically-acclaimed underground series. *Street Angel* chronicles the life of a homeless skateboarder turned superhero.
Satirical – Graphic storytelling is often used as a way to make light of or to mock the things in life over which we feel powerless.


The classic anti-business, anti-boss comic that has endured since 1989.


*Hark! A Vagrant* is an uproarious romp through history and literature seen through the sharp, contemporary lens of *New Yorker* cartoonist and comics sensation Kate Beaton. No era or tome emerges unscathed as Beaton rightly skewers the Western world's revolutionaries, leaders, sycophants, and suffragists while equally honing her wit on the hapless heroes, heroines, and villains of the best-loved fiction.


Organized by decade, with commentary by some of the magazine's finest writers, this landmark collection showcases the work of the hundreds of talented artists who have contributed cartoons over the course of *The New Yorker*’s eighty-two-year history. Enjoy this one-of-a-kind portrait of American life over the past eight decades, as captured by the talented pens and singular outlooks of the masters of the cartoonist’s art.

This unprecedented volume collects over 30 of the best of these crazy, undisciplined stories, all reprinted from the original comics in full color. Editor John Benson provides expert, profusely illustrated commentary and background, including comparisons of how different companies parodied the same subject. Artists represented include Jack Davis, Will Elder, Norman Maurer, Carl Hubbell, William Overgard, Jack Kirby, Dick Ayers, Bill Everett, Al Hartley, Ross Andru & Mike Esposito, Hy Fleischman, Jay Disbrow, Howard Nostrand, and Bob Powell.
**Superheroes** - These are your archetypical “comic books” with super human good guys versus bad guys, costumes, capes, masks, and tights. These stories traditionally feature male characters with a few standout women in the genre.


This landmark pop-culture event brings together Iron Man, Captain America, Thor, Hulk, Black Widow, Spider-Man, Wolverine, Cyclops, Storm, Magneto and more in the story that changes the characters forever. For the first time ever in print, Marvel's groundbreaking Infinite Comics are collected, revealing key events through the eyes of Marvel's major players.


This new title collects the best Batman stories of all time, arranged according to era, and featuring appearances by The Joker, The Penguin, Catwoman, The Riddler and many others.


Originally slated for cancellation, Stan Lee and Steve Ditko gave birth to one of the most enduring icons in American popular culture – the Amazing Spider-Man.


This series features Batwoman’s character after DC Comics supposedly killed Batman in *Final Crisis*. It is most notable for the artwork by J. H. Williams III, which received high critical acclaim. His artwork on this series was reflected with the artist's nomination for an *Eisner Award* for best Penciller/Inker and Best Cover Artist.

A hardcover Archive Edition collecting the first 16 adventures of Superman from WORLD’S FINEST COMICS, virtually all of them unseen for over 60 years. This volume features the first appearance of Metallo as well as early appearances by Perry White and others.

Call it inspiring, call it disgusting--the work of cartoonist Robert Crumb initiates dialogue, at the very least. This publication comes as close to a catalogue raisonné of Crumb's work yet, spanning 40 years of drawings, from *Mr. Natural* to *Fritz the Cat* to *Zap Comix*--and back.


This single-volume collection of Gilbert Hernandez's "Heartbreak Soup" stories from *Love & Rockets*, defined the modern literary comics movement of the post-underground generation. This massive volume collects every "Heartbreak Soup" story from 1993 to 2002 in one 500-page deluxe hardcover edition, presenting the epic for the first time as the single novel it was always intended to be. His depictions of women and Mexican-American experience have been universally lauded as the best examples the artform has to offer.


Legendary underground cartoonist Gary Panter's comics are typically anarchic and fun, but they also delve deeper. This delightfully inane story offers a selection of Panter's themes: Humanity's troubled relationship with nature and technology; the tension between restraint and the uncontrollable urge; family relationships; and Jimbo's endearing, comical self-doubt. Panter's black-and-white "ratty line" drawing style offers great economy while suggesting a broad range of graphic styles, from *art brut* to bathroom graffiti, and calls to mind the work of legendary cartoonists Jack Kirby and Osamu Tezuka.

This book collects one of the earliest (and most groundbreaking) indy-comic anthologies by influential creators such as Wallace Wood, Art Spiegelman, Frank Frazetta and many more. This is the complete run of *witzend* 2-volume set with a special introduction by Bill Pearson and a history by Patrick Rosenkrantz.
War – Through the use of sequential art, many topics can be discussed in a way which encompass the readers’ senses in order to give a more complete picture. Graphic novels also lend themselves well to the telling of sensitive stories, such as those about being involved in war, because they do not always require a large time commitment on the part of the reader.


Considered a landmark of journalism and the art form of comics, *Palestine* is based on several months of research and an extended visit to the West Bank and Gaza Strip in the early 1990s. It is a major work of political and historical nonfiction.

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War cartoonist Joe Sacco visits the Bosnian conflict to uncover the stories that are often ignored or uncovered by traditional media. Collected for the first time in *War’s End: Profiles from Bosnia 1995–1996* are the acclaimed short stories *Soba and Christmas with Karadzic*.


Considered by many to be one of the most important graphic novels of its time, *Maus* is a story of a Jewish survivor of Hitler’s Europe and his son, a cartoonist who tries to come to terms with his father’s story and history itself. Spiegelman, a stalwart of the underground comics scene of the 1960s and ’70s, interviewed his father, Vladek, a Holocaust survivor living outside New York City, about his experiences. The artist then deftly translated that story into a graphic novel. By portraying a true story of the Holocaust in comic form—the Jews are mice, the Germans cats, the Poles pigs, the French frogs, and the Americans dogs--Spiegelman compels the reader to imagine the action, to fill in the blanks that are so often shied away from. Reading *Maus*, you are forced to examine the Holocaust anew.

The 2000 winner of the Goscinny Prize for outstanding graphic novel script, this is the harrowing tale of the Tutsi genocide in Rwanda, as seen through the eyes of a boy named Deogratias. Told with great artistry and intelligence, this book offers a window into a dark chapter of recent human history and exposes the West's role in the tragedy. Stassen's interweaving of the aftermath of the genocide and the events leading up to it heightens the impact of the horror, giving powerful expression to the unspeakable, indescribable experience of ordinary Hutus caught up in the violence. Difficult, beautiful, honest, and heartbreaking, this is a major work by a masterful artist.
**Wordless Novel** – Within this category are some works which include no words whatsoever. These books demonstrate that pictures can truly tell the complete story without words.


Scholar David A. Beronä examines the history of these books and the art and influence of pioneers like Frans Masereel, Lynd Ward, Otto Nückel, William Gropper, Milt Gross, and Laurence Hyde. The images are powerful and iconic, and as relevant to the world today as they were when they were first produced. Beronä places these artists in the context of their time, and in the context of ours, creating a scholarly work of important significance in the burgeoning field of comics and comics history.


*Southern Cross: A Novel of the South Seas* is a stunning wordless novel told in 118 wood engravings about the atomic bomb testing performed by the United States in the South Pacific following World War II. *Southern Cross* includes the original introduction by Rockwell Kent and two essays by Hyde in which he provides the idea for his book, a detailed description of the process of wood engraving, and a short history of the woodcut novel. A new introduction is provided by the woodcut novel historian David A. Beronä.


In master engraver George A. Walker’s newest work, *The Mysterious Death of Tom Thomson*, the circumstances surrounding the death and disappearance of the iconic Canadian artist are explored through some one hundred and nine wood engravings, creating a work that eulogizes not only the artist himself, but the struggle of the artist’s attempt to express himself while constrained by society, the reality of the moment, and mortality.