

HISTORY OF THE GRAPHIC NOVEL



1895:

The Yellow Kid by Richard F. Outcault - 1st single panel cartoon to gain wide spread attention in US

1940s:

Comics explode with creation of Superman comics by Siegel & Schuster. superhero comics become popular

1954:

The Seduction of the Innocent leads to Senate hearings on comic books & youth:

Comic Code Authority developed

1978:

Will Eisner coins term "graphic novel" for his book A Contract with God and Other Tenement Stories

1992:

Spiegelman wins the **Pulitzer**

Prize for Maus.

1994:

LC adds graphic novel as subject heading



2005:

Graphic novel reviews and columns are now present in several library journals

1930s:

First comic books published as reprints of newspaper comics

1934:

Famous Funnies (1st modern comic book) printed

1950s: Rise of McCarthyism

and interest in romance, funny, horror, & crime comics (MAD Magazine)

1960s:

Revival of the superhero, growth of fan base, rise of underground comics

1970s:

Birth of comic book store, some serial comics now in book form

Mid 1980s:

Stigma of graphic novels is fading, rebirth of gritty heros (Dark Knight, Watchmen), rise of nonsuperhero stories (Bone), & popularity of Manga

2002: YALSA sponsors "Get Graphic at Your Library" @ ALA Conf.



2007:

YALSA adds "Great Graphic **Novels for** Teens" list, Printz Award to Yang's American Born Chinese, Sibert Honor to Siegel's To Dance: A

WHY HAVE GRAPHIC NOVELS IN THE LIBRARY?

- People like them & want to read them!
- Serve as "hook" for reluctant readers & appeal to male readers
- Increase library traffic
- Expand reading in other formats
- Offer aesthetic value & provide a "multi-media" experience

- Enhance visual & spatial literacy
- Engage multiple areas of the brain
- Enrich reading experience
- Support mental "movie" of text
- Serve as a resource for language learners

PRESENTED BY:

Ballerina's

Graphic Novel









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