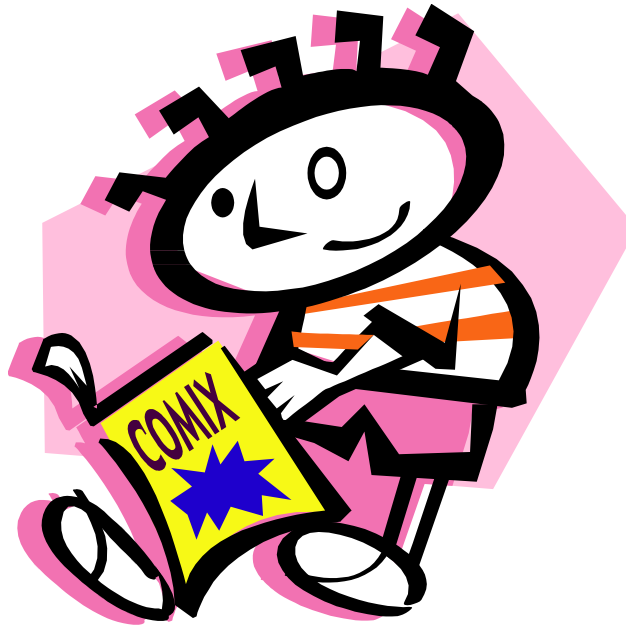


2009 OLA Conference: Graphic Novels for Children



Presented by Janet Weber, MLIS
Youth Services Librarian
Tigard Public Library, Tigard, OR

Tigard Public Library Juvenile Graphic Novel Collection 10/08



Tigard Public Library Juvenile Graphic Novel Collection 3/09



Tigard Public Library Juvenile Graphic Novel Collection Summary

History: 2006

- Unveiled the last week of May 2006 with nearly 100 items, 59 circs in one week
- Prize drawing for children who checked out juvenile graphic novels during June
- 306 items circulated in June 2006
- 450 items in collection at end of June
- 623 items circulated in August 2006
- \$3500 allocated for 2006-07 FY Budget

Tigard Public Library Juvenile Graphic Novel Collection

History: 2007

- \$5,000 budget for 2007-08 fiscal year
- Summer months sees over 1,000 circs
- 1590 items circulated in July 2007

End of 2007-08 fiscal year (June 2008):

- 9394 total items circulated
- Over 1700 items in collection (July 2008)
- Average circulation of each item is 8.22%
- Circulation of collection accounts for almost 1% of entire library circulation (.93%)

Tigard Public Library Juvenile Graphic Novel Collection Summary

2008

- Budget of \$6700 for 2008-09 fiscal year
- 1923 circulations in June 2008
- 2095 circulations in July 2008
- Over 2000 items in collection, October 2008

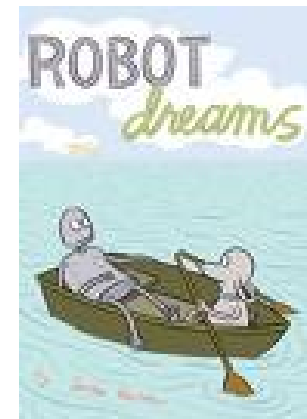
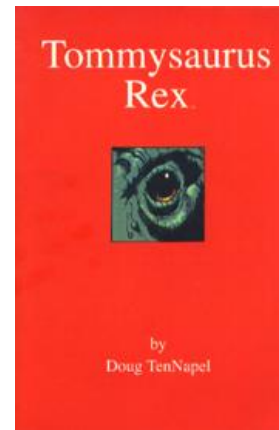
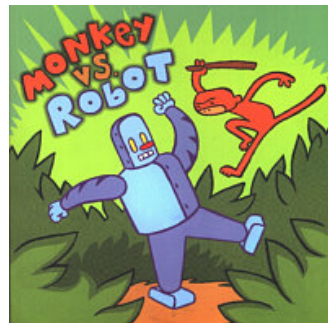
Tigard Public Library Juvenile Graphic Novel Collection Summary

Today—March 2009

- 2395 items in collection (on 3/31/09)
- 47 items on hold for patrons at the beginning of March
- 768 items out at one time at the beginning of March

What is a graphic novel?

Graphic novels are a book format in which a narrative is conveyed with sequential art. Others may describe graphic novels as a book written and illustrated in the style of a comic book, where frames and speech bubbles tell a story.



A Graphic Novel Can Be:

- A collection of previously published comic books that present one story
- An original publication using traditional comic book characters
- An original publication that has nothing to do with traditional comics

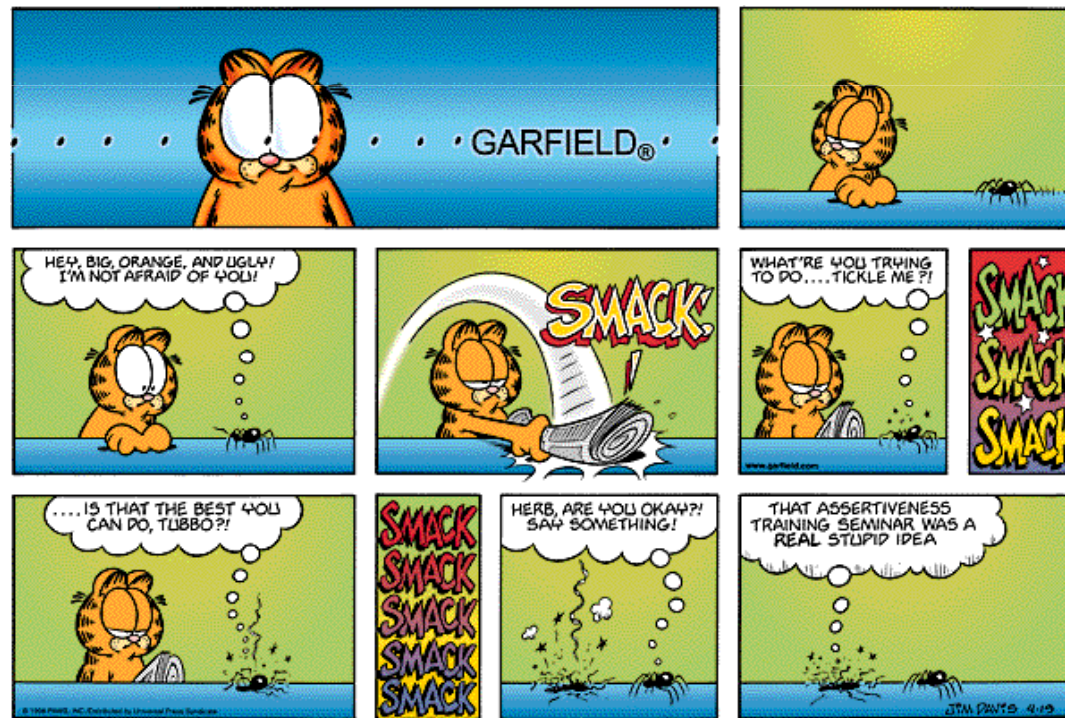
What is a comic book?



A traditional staple bound, serialized pamphlet or periodical that tells a story using sequential art.

Comic Strips

“Comic strips” are what you see in the funny pages of the newspaper. They can be told in one to several panels.



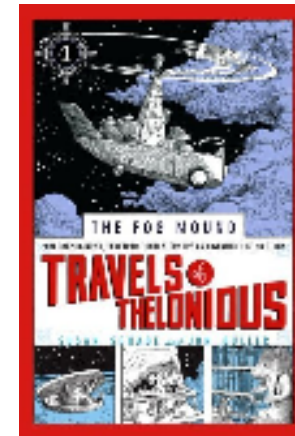
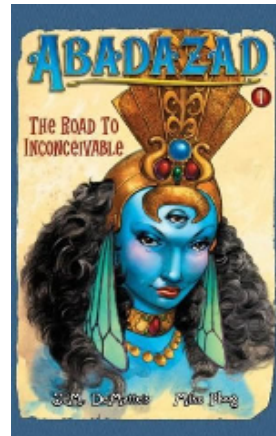
Comic Strips

Comic strip collections contain serialized newspaper strips that don't necessarily have a continuous storyline connecting them.

Comic strips are usually included in graphic novel collections because they are now being bound as books into large compilations or collections. Think of them like a full season of your favorite TV show on DVD.

What about books with text and comic style sequences?

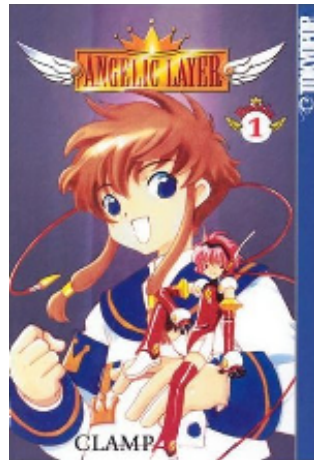
This is a new fad called a “**graphic novella**”. It contains text with comic style sequences periodically placed throughout the book. I don’t consider these full-fledged graphic novels and place them in the juvenile fiction collection.



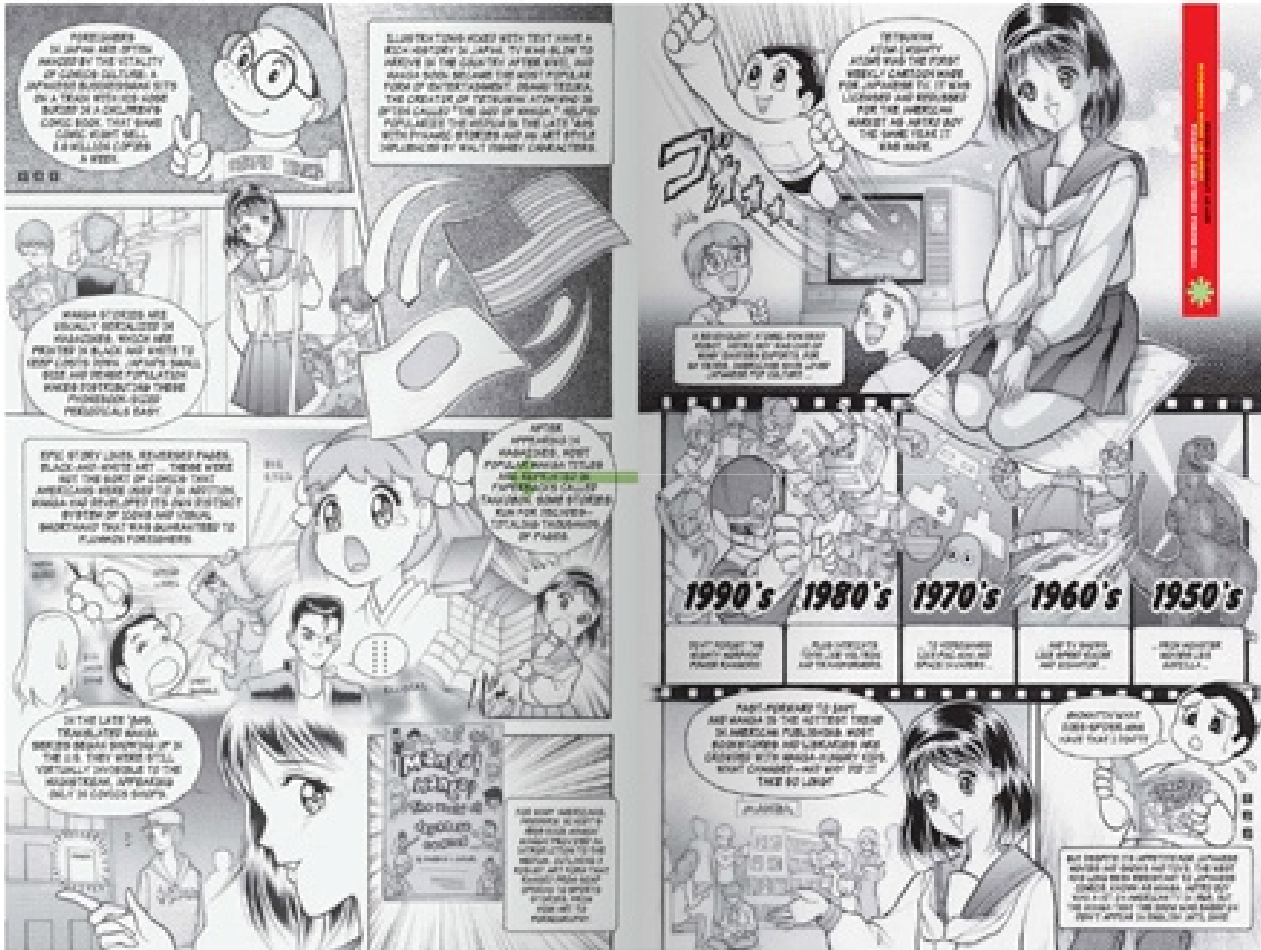
What is manga?

Japanese comics in print form, traditionally read back to front, right to left, and typically illustrated in black and white.

These are not to be confused with anime, which is the Japanese term used for animation.



What is manga?



For a copy of this PDF file on manga see:
http://beta.yudu.com/item/details/336/Wired_1511_mangaamerica.pdf

- “**Manga style**” is used to describe graphic novels created outside of Japan that use the manga style and format such as the traditional manga trim size, black & white art, and stylistic elements common to manga that includes simple drawings and characters with large eyes, over-exaggerated emotions, use of fewer words to tell the story and the use of symbols to convey emotions. This style is also referred to as “**American Manga**”
- Manga series usually have storylines that flow from one graphic novel to the next in the series. So, you’ll need to keep on ordering continuing editions. With ongoing plotlines, having a missing title can be detrimental.

Why Have a Graphic Novel Collection?

- “Comics” are a time-honored American literary art form
- Broadens and strengthens library collections
- Attracts new readers and students of all ages and skill levels to your library
- Popular with avid readers
- Adds to children’s reading pleasure
- Provides another format to a previously published work—like classics

Why Have a Graphic Novel Collection?

- Appeals to a wide range of religious groups and ethnic and social classes because they can empathize with the newly-empowered characters in super-hero graphic novels
- Appeals to artists and art students
- As an art form, graphic novels stimulate interest in developing illustration skills
- Appeals to television and movie watchers because many graphic novels are based on TV show and movie characters
- Appeals to video and computer gamers because many graphic novels are based on video or computer game characters
- Increases circulation!!!

They're great for reluctant readers because:

- They capture and maintain the reader's interest
- Illustrations provide contextual clues to the written text, ideal for remedial reading programs
- Art and text teaches readers to interpret and analyze text
- Relies on reader participation to visualize events between panels, which helps teach reading comprehension and cause-and-effect relationships
- Improves reading comprehension and narration skills
- Reluctant readers receive a non-threatening reading practice experience

Children enjoying graphic novels at the library



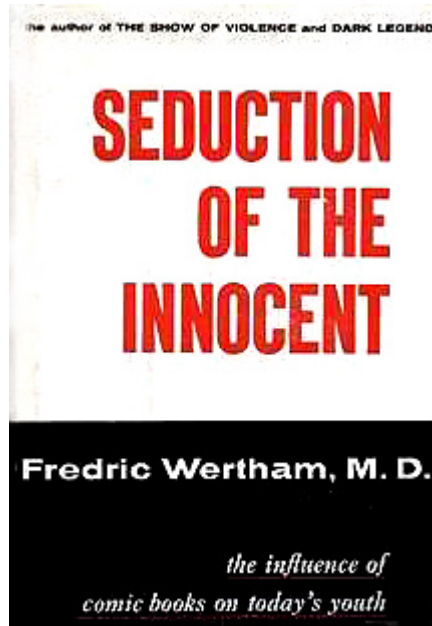
What makes it appropriate for Children?

Individual Concerns:

- Many individuals are concerned about content in graphic novels such as violence, sex, drugs, etc. What you can consider for a juvenile graphic novel collection is that the books contain much of the same content as they would see in a TV show or Movie geared at their age level

Comics Code Authority (CCA)

- Created through congressional hearings in 1954, after the publication of Dr. Frederic Wertham's *Seduction of the Innocent*. The CCA is a set of guidelines for regulating the portrayal of sex, violence, and antisocial activity in American comic books.



Comics Code Authority (CCA)

- Today, publishers have to go through the Comics Magazine Association of America to make sure every panel in a comic meets the CCA guidelines. After approval, the publisher can place the CCA Seal on the cover of comics.
- Many publishers choose not to go through the CCA process. There is no one standard system or graphic novel ratings system for age appropriateness. Many publishers choose to develop their own rating system.

Comics Code Authority (CCA) Logo



Publisher Ratings:

- Most publishers will rate their books: “All Ages”, “Everyone”, “Ages 6+”, “Youth 10+”, “Teen”—all of which are usually located somewhere on the book cover.
- Check print or online catalogs for age rating if it is not located on the book

DC Comics Ratings

<http://www.dccomics.com/dcu/>



AR=All Readers

Material sufficient for any age. Little or no violence, no foul language, nudity, or adult situations

PR=Permitted Readers

Material sufficient for teen or young adults, with parental or guardian permission. May contain violence or sensitive language. Does not contain nudity or profanity.

MR=Mature Readers

Material for adult or mature readers only. May contain violence, adult language, nudity, and/or adult situations.

Diamond Book Distributors Ratings:

<http://www.diamondbookdistributors.com/>



All Ages

Children

Ages 10 and under

Young Adult

Ages 11 to 16

Mature Readers

Ages 16 and up

Marvel Ratings:

www.marvel.com



- **All Ages**
- **T+** Suggested for Teens 13 and up. Parents are advised they may want to read before or along with younger children
- **Parental Advisory** Suggested for 15 and up, includes more mature themes and/or graphic imagery
- **MAX: Explicit Content** Suggested for ages 18 and up

TOKYOPOP Ratings

www.tokyopop.com



- **A=All Ages** No offensive material
- **Y=Youth, Ages 10+** Appropriate for ages 10 & up, may contain violence
- **T=Teen, Ages 13+** Appropriate for ages 13 & up, may contain violence, profanity, and semi-nudity
- **OT=Older Teen, Ages 16+** Appropriate for ages 16 & up, may contain violence, profanity, semi-nudity, and some sexual themes
- **M=Mature, Ages 18+** Appropriate for ages 18 & up, may contain graphic violence, nudity, profanity, sex, and intense sexual themes

Viz Media Ratings

www.viz.com



- **A=All Ages** No offensive material
- **Y=Youth** Appropriate for ages 10+, may contain violence
- **T=Teen** Appropriate for ages 13 +, may contain violence, profanity, and semi-nudity
- **OT=Older Teen** Appropriate for ages 16+, may contain violence, profanity, semi-nudity, and some sexual themes
- **M=Mature** Appropriate for ages 18+, may contain graphic violence, nudity, profanity, sex, and intense sexual themes

CMX Media Ratings

http://www.dccomics.com/graphic_novels/?cat=CMX



- **E=Everyone**
- **T=Teen**
- **M=Mature**

Ratings Image Examples

From Viz Media:



From Tokyopop:



When there are no ratings:

Some publishers choose not to rate their books. Sometimes they will have ratings on their website or catalog, but not on the book.

- Be aware that many “cutesie” covers seen on manga series books are geared for 13+. If in doubt, don’t order it. It’s better to be safe than sorry. If you get books pre-processed, see if you can get them unprocessed in case you need to send it back.
- If you meet with vendors, preview books before ordering them
- Check other library catalogs to see where the item is placed in their collection, such as local public libraries or OCLC
- Many publishers are very happy to provide librarians with age-appropriate suggestions. They really know their products!
- BWI’s Collection Development Department welcomes questions regarding the content of specific graphic novels. 1-800-888-4478
www.bwibooks.com

Evaluating Graphic Novels

Elementary School/Ages 7-12

- Main characters should be younger, either children or animals, or be similar to animated characters such as those in Disney or Warner Bros. Cartoons.
- Story intensity and violence should be at the level of a G-rated movie. Think “Finding Nemo” and “Bambi” -- it must not be too scary.
- The writing should be aimed at the primary audience (some humor may be somewhat more sophisticated).
- The art must be clear, whether in black-and-white or in color, and the format (panel placement) should be easy to follow. *Owly* by Andy Runton is an excellent example .

Source: Brodart Graphic Novels GUIDELINES FOR SELECTING KID-SAFE GRAPHIC NOVELS
http://www.graphicnovels.brodart.com/selection_criteria.htm

Evaluating Graphic Novels

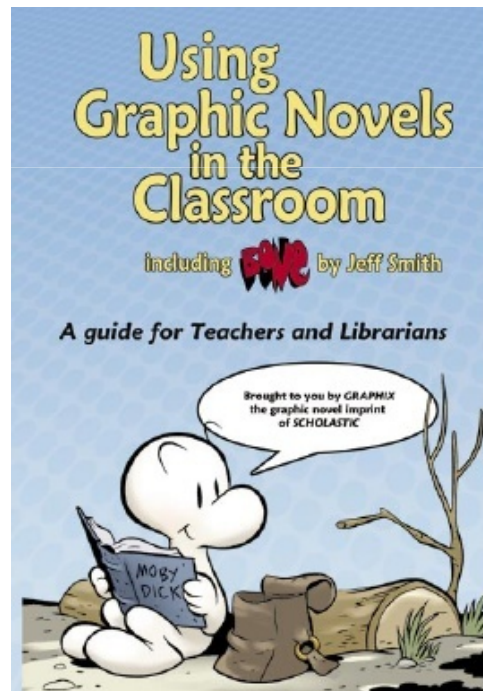
Middle School/Ages 10-14

- Main characters can be older, such as pre-teens and teenagers.
- Some superhero titles, such as *Teen Titans Go*, are fine for this age level; violence is at a minimal level.
- At this age level, stories such as the *Star Wars* comics are fine; there's some violence, but no blood and gore, and it must be necessary to the plot.
- Intensity of the story should be at the level of the *Star Wars* comics which are fairly similar to the intensity of the *Harry Potter* books. The scare factor should be no more intense than that in *Harry Potter and the Chamber of Secrets*.
- Many pre-teens and younger teens have no problems following the Japanese manga format, reading left to right.

Source: Brodart Graphic Novels GUIDELINES FOR SELECTING KID-SAFE GRAPHIC NOVELS
http://www.graphicnovels.brodart.com/selection_criteria.htm

Evaluating Graphic Novels

- For more detailed information on graphic novels, see Scholastic's "Using Graphic Novels in the Classroom: A Guide for Teachers and Librarians"

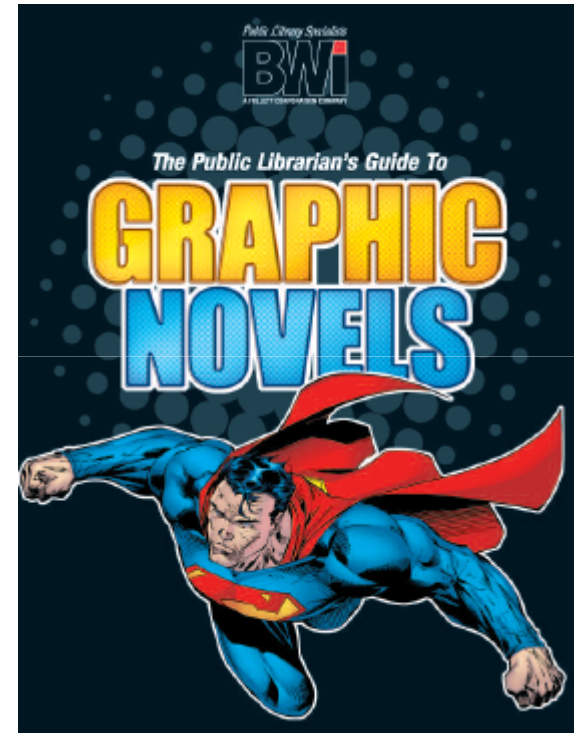


This can be found at:

www.scholastic.ca/bookfairs/printables/pdfs/Scholastic_BoneDiscussion.pdf

Evaluating Graphic Novels

- BWI's *The Public Librarian's Guide to Graphic Novels* is also a fantastic resource which contains a detailed section on "The Essentials of Evaluating Graphic Novels". It contains info on panel structure, images, words, and text.
- Email me (janetw@tigard-or.gov) if you would like a copy of this pdf—write "BWI PDF" in the subject line.



Developing a Collection

- Be sure to have money budgeted for purchasing graphic novels
- Write a collection development plan or write something into your collection development policy (email me if you would like a copy of mine)
- Determine what your user group interests and needs are
- Preview graphic novel catalogs and publisher websites for ideas on what is available

Cataloging Your Collection

Determine where you will house the collection.

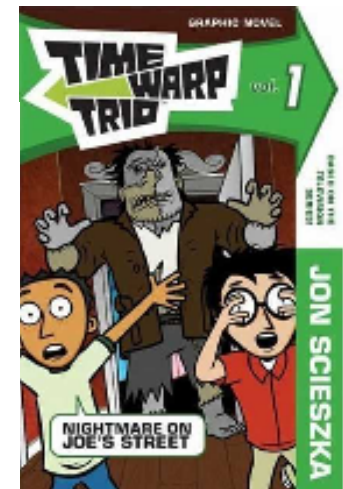
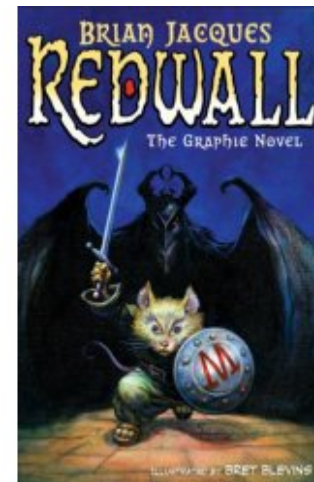
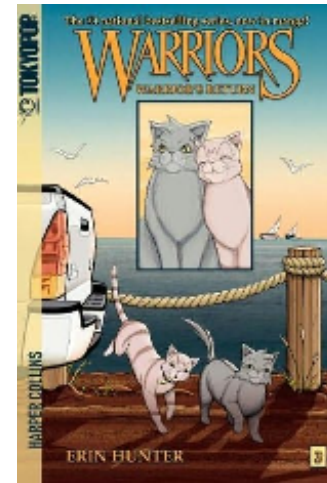
Ask yourself these questions:

- How will they be cataloged?
- Interfile them into the juvenile fiction collection?
- Place them in 741.5 with all comics?
- Interfile your nonfiction titles into non-fiction?
- Catalog non-fiction as fiction titles?
- Have a separate collection just for graphic novels?

Types of Graphic Novels for Children (and examples)

Book/Novel Adaptations

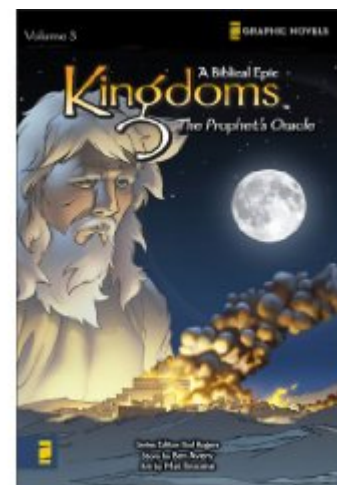
- Artemis Fowl
- Alex Rider
- Classics (*Red Badge of Courage*,
The Hobbit)
- Goosebumps
- Babysitter's Club
- Hardy Boys
- Nancy Drew
- Time Warp Trio
- Warriors
- The Tale of Despereaux



Types of Graphic Novels for Children (and examples)

Christian

- Manga Bible
- Tomo
- Son of Samson
- TimeFlyz
- Kingdom: A Biblical Epic
- Hand of the Morningstar
- Manga Messiah



Types of Graphic Novels for Children (and examples)

Cinemanga--Contains still frames from TV shows and movies (Primarily published by Tokyopop)

- Kim Possible
- That's So Raven
- Lizzie McGuire
- Fairly Odd Parents
- Many Disney titles



Inside Cinemanga



Types of Graphic Novels for Children (and examples)

Comic Book Compilations

- Garfield
- Calvin and Hobbes
- Dennis the Menace
- Little Lulu
- Little Orphan Annie
- Peanuts
- Mutts
- Archie
- Betty & Veronica
- Jughead
- Popeye
- Superman
- Walt Disney Comics

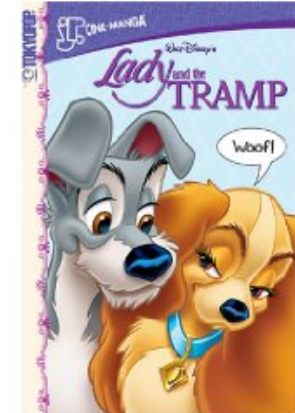
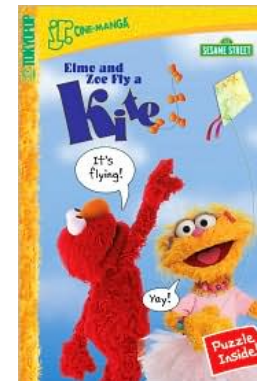
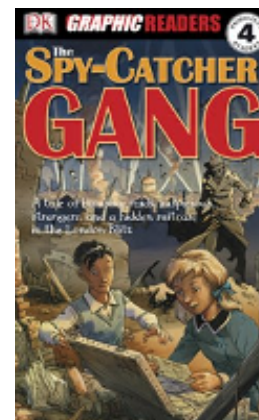
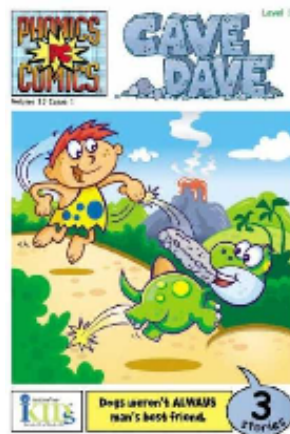
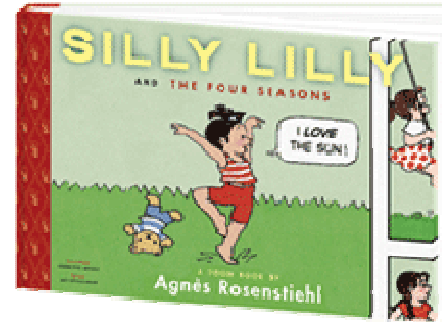
Comic Book Compilations Examples



Types of Graphic Novels for Children (and examples)

Early/Beginner Readers

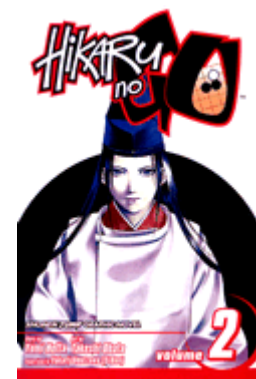
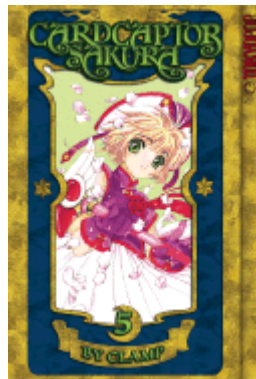
- Toon Books
- Phonics Comics
- Jr. Cinemanga (Primarily My Little Pony, Sesame Street & Disney Titles)
- DK Readers



Types of Graphic Novels for Children (and examples)

Manga

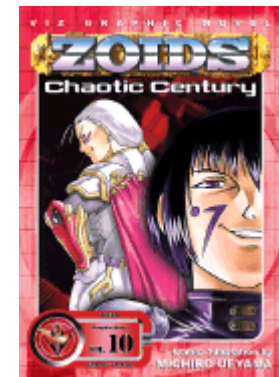
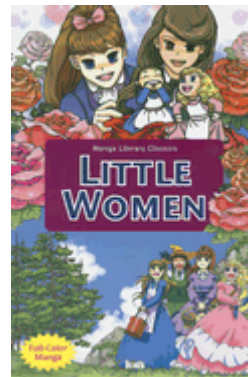
- Angelic Layer
- Beyblade
- Cardcaptor Sakura
- Di Gi Charat
- Dr. Slump (even though age rating on book is 13+)
- Dream Saga
- Hikaru No Go
- Kamichama Karin
- Kingdom Hearts
- Legendz
- Peach Fuzz
- Spirited Away
- Yotsuba&!
- Yu-Gi-Oh! GX



Types of Graphic Novels for Children (and examples)

American Manga/Manga Style

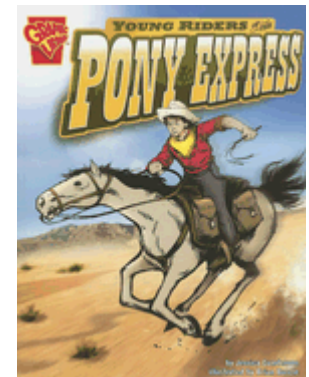
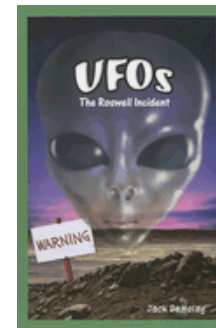
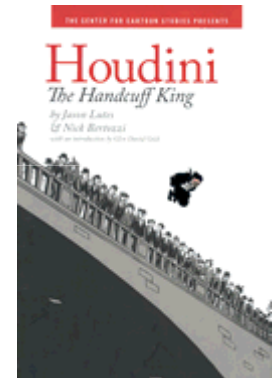
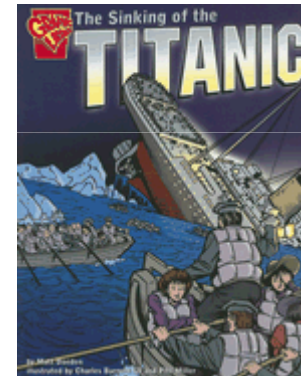
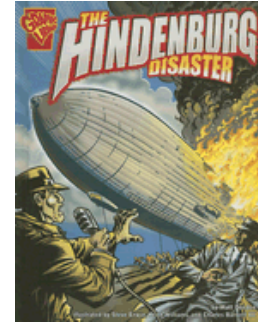
- Manga Metamorphosis
- Manga Bible Series
- Sabrina the Teenage Witch Series
- W.I.T.C.H. Series
- Little Women published by Y.kids
- Zoids Series



Types of Graphic Novels for Children (and examples)

Non-Fiction

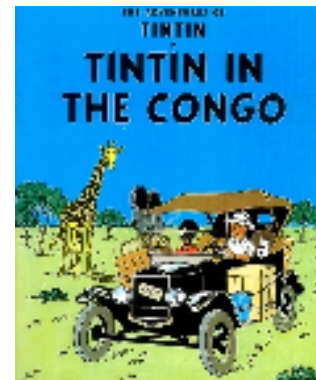
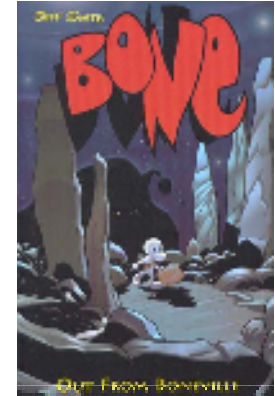
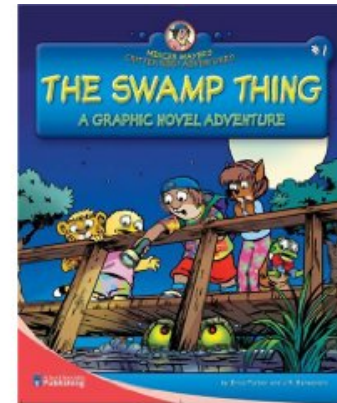
- *Amelia Earhart Free in the Skies*
- *The Hindenburg Disaster*
- *Houdini: The Handcuff King*
- *The Sinking of the Titanic*
- *Young Riders of the Pony Express*
- *UFOs: The Roswell Incident*



Types of Graphic Novels for Children (and examples)

Series

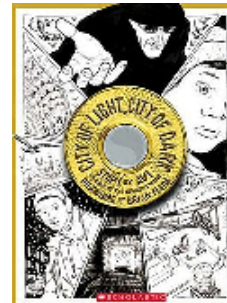
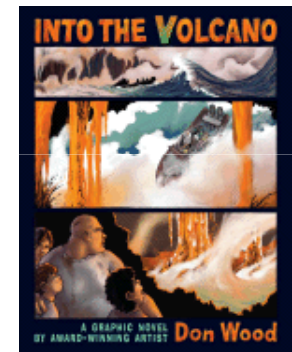
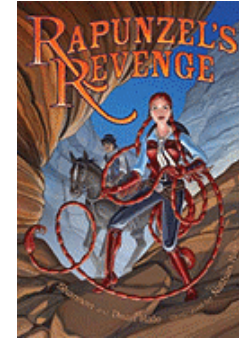
- Babymouse
- Bone
- TinTin
- Asterix
- Mercer Mayer's Critter Kids Adventures



Types of Graphic Novels for Children (and examples)

Stand Alone Titles

- *Queen Bee* by Chynna Clugston
- *To Dance: A Memoir* by Siena Cherson Siegel
- *City of Light, City of Dark: A Comic Book Novel* by Avi
- *Into the Volcano* by Don Wood
- *Rapunzel's Revenge* by Shannon Hale
- *Salamander Dream* by Hope Larson

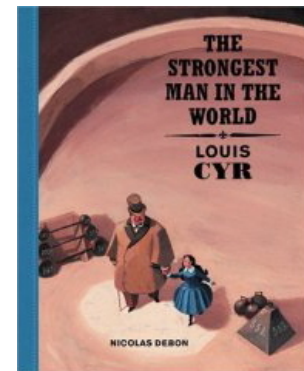
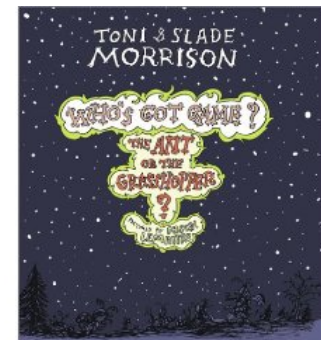
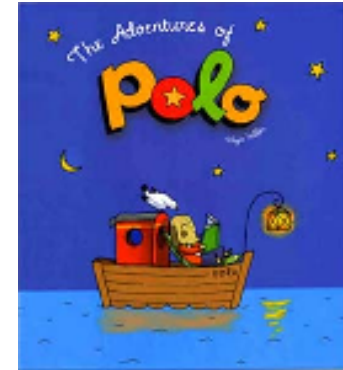


Types of Graphic Novels for Children (and examples)

Picturebook Style

Bound like Picture Books

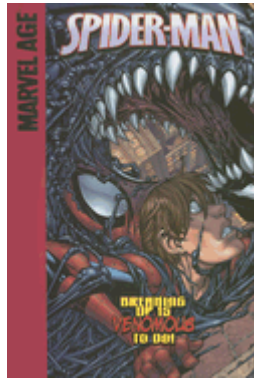
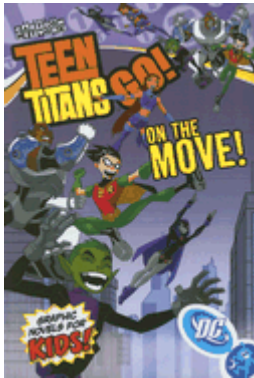
- *The Strongest Man in the World: Louis Cyr* by Nicolas Debon
- *Around the World* by John Coy
- *The Adventures of Polo* by Regis Faller
- *The Ant or the Grasshopper?* By Toni Morrison
- *The Last Knight: An Introduction to Don Quixote by Miquel de Cervantes* by Will Eisner



Types of Graphic Novels for Children (and examples)

Superheroes/Pop Culture (TV & Film Adaptations)

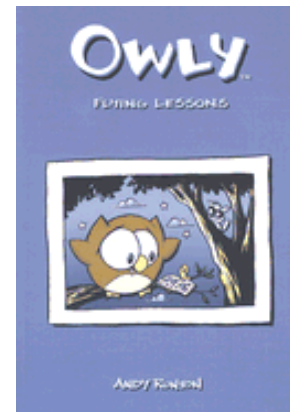
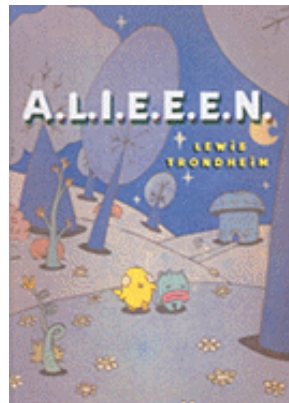
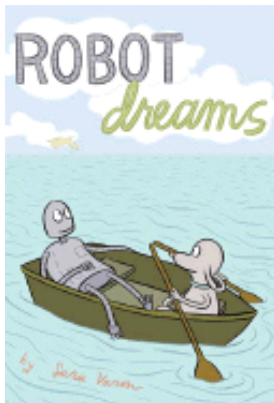
- Spiderman
- Superman
- X-men
- Zorro
- The Incredible Hulk
- Pokémon
- Scooby-Doo
- Sponge Bob
- Star Wars Clone Wars Adventures
- Teen Titans
- Indiana Jones



Types of Graphic Novels for Children (and examples)

Wordless Books

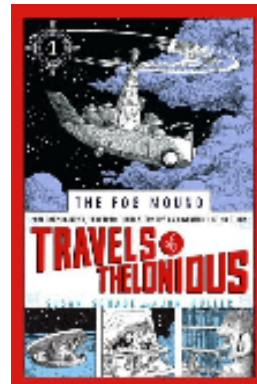
- *Korgi: Book 1* by Christian Christian
- *Owly* by Andy Runton, Top Shelf
- *A.L.I.E.E.E.N.: archives of lost issues and earthly editions of extraterrestrial novelties* by Lewis Trondheim
- *Robot Dreams* by Sara Varon



Types of Graphic Novels for Children (and examples)

Graphic Novellas (Partial Graphic Novel/Partial Text)

- *Abadazad Series* by J.M. DeMatteis, Hyperion Books for Children
- *The Dopple Ganger Chronicles* by G.P. Taylor
- *The Fog Mound Series* by Susan Schade & Jon Buller, Simon & Schuster Books for Young Readers
- *Twisted Journeys Series* by Various Authors, Graphic Universe
- *Prince of Underwhere Series* by Bruce Hale
- *Dragonbreath* by Ursula Vernon, Dial Books (pub 7/09)



Collection Concerns

- **Content**—is it age appropriate for children?
- **Bindings**—Purchase paperback or hardback ??
- **Paperbacks bindings falling apart**--due to high usage (Tokyopo Cinemanga paperbacks are notorious for falling apart!!!)
- **Items get mis-shelved**—YA graphic novels and Adult graphic novels end up on J Graphic shelves, or in J Fiction

Collection Concerns

- **Book Size**--Books are published in many different sizes, leading to books being “squished together”
- **Education**--Having to educate others on what graphic novels are and what they can do for readers, especially for reluctant readers and reading comprehension
- **Discarding of materials**—when they are no longer repairable—replace popular items, or buy multiple copies? Follow your library’s policy for withdrawing items from the collection

Collection Concerns: Bindings



Paperback bindings
falling apart



Cinemanga book from Tokyopop

Collection Concerns: Book sizes



Note the different sizes of books on these two shelves



“Walt Disney Comics”
shelved in a princeton file
box due to their thinness

Collection Concerns: Messy Shelves!!!



This picture was taken on a Friday...and this was a good day as far as being messy!

Preventing Challenges & Dealing With Them

- Educate library users and patrons on what graphic novels are. Explain that graphic novels are a format, not a genre. They can be written on every genre on any topic.
- Be sure your collection is clearly marked for the appropriate age range (Most challenges come from parents who've allowed their children to read a graphic novel that is clearly marked for an older audience)
- You may want to sticker/label your collection with age categories

Preventing Challenges & Dealing With Them

- Don't mix all different age levels of graphic novels together. If you have adult collections in your library, keep the gn's for adults far away from the gn's for kids
- Make sure the gn's in your collection are clearly appropriate for children
- Follow your library's policy on book challenges

Preventing Challenges & Dealing With Them

Resources for dealing with challenges:

- Oregon State Library Intellectual Freedom Clearing House
<http://www.oregon.gov/OSL/LD/overview.shtml>
- American Library Association Office for Intellectual Freedom
www.ala.org/oif/
- Comic Book Legal Defense Fund www.cbldf.org

Marketing Your Collection

- Use posters and signage
- Face out books/display books
- Provide handouts/activity sheets
- Offer gn's when conducting reader's advisory or when assisting reluctant readers
- Booktalk titles from your collection

Marketing Your Collection

- Show off collection during library tours
- Conduct a prize drawing. At first, I had a prize drawing for children each time they came to the library for a prize drawing, which lasted for a month.
- Include a comic to educate people on what graphic novels are.

<http://www.artbomb.net/comics/introqndld.jsp>

Marketing Your Collection

Q. What is a "graphic novel"?
A. Graphic novels have a few defining characteristics. But first and most importantly, they are long comic books. (I'll get back to the rest.)

Q. What is a "comic book"?
A. You may think you know the answer to this one, but stick with me a few minutes:
 A comic book is a magazine or bound book that contains "comics" (also known as "comix"). Comics is a medium for expressing information and/or artistic ideas that is defined by

images **used in** **a sequence...**

...and that's it. However, comics also often feature such things as "word balloons..."

...and sometimes, "thought balloons."

It's also common to have the sequential images delineated by "panels," which are surrounded by lines called "panel borders."

These techniques aren't necessary to make comics, but they are quite common. There are other common, familiar, but even more optional elements of many comics, such as certain kinds of characters, like funny animals or superheroes. But I'll get to that in a minute.

Here's how to read a comic:

1. Just as in our written language, you read the elements of a comic starting with...
2. ...the upper-left corner of a page, and then you read across to the right...
3. ...before proceeding down to the next row...
4. ...and then the next.

Comics are a nested system.

When you finish reading...

...everything within one panel...

...You apply the same left-to-right, top-to-bottom reading order...

...to the panels themselves!

You even use the same rule for actions within a panel.

Boo!

AAAUGH!

For info educator distribution information see
<http://www.artbomb.net/comics/introqndld.jsp>

Programming

- Have readers create promotional posters to encourage others to read gn's
- Have students write their own mini-graphic novel
- Invite a graphic artist or cartoonist to visit for a presentation
- Plan a program with a local comic book store

Programming

- **Comics in the Classroom**

www.comicsintheclassroom.net

- **Boneville Teacher's Guide**

[http://www.boneville.dreamhosters.com/wp/wp-content/uploads/2006/05/Bone Teachers Guide.pdf](http://www.boneville.dreamhosters.com/wp/wp-content/uploads/2006/05/Bone_Teachers_Guide.pdf)

- Publisher websites offer many activity ideas and reproducible items

Questions??

Please don't hesitate to contact me if you have any questions once you get back to your library

Janet Weber, Youth Services Librarian

Tigard Public Library

503-718-2653

janetw@tigard-or.gov

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