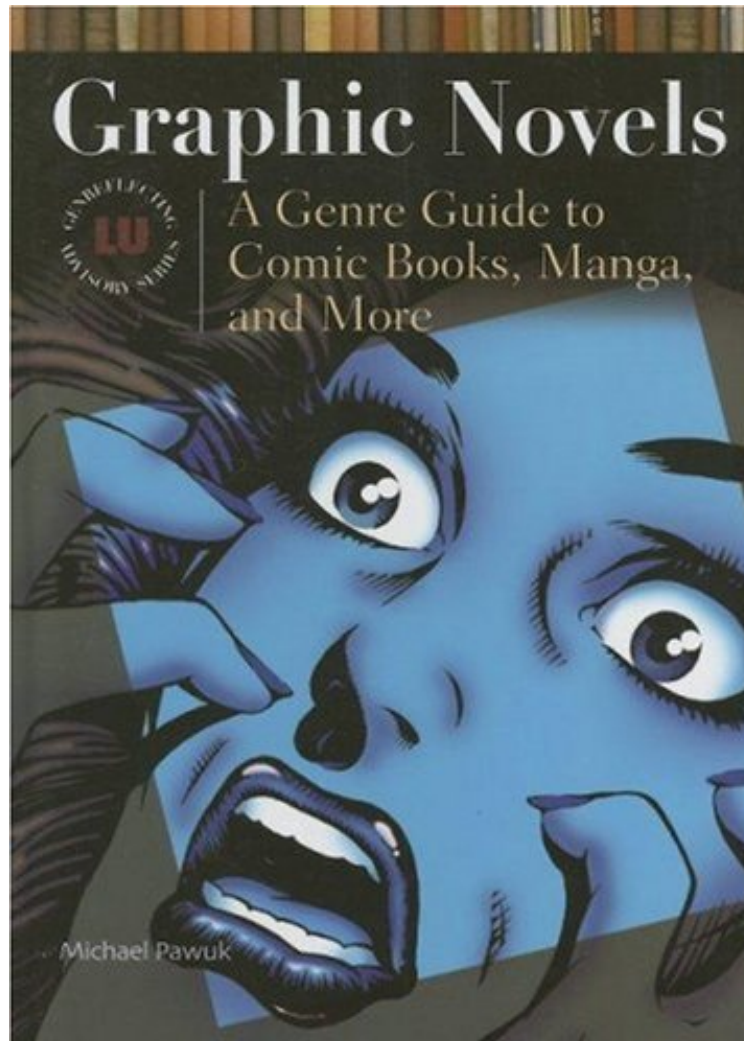


[Read now] *Graphic Novels: A Genre Guide to Comic Books, Manga, and More (Genreflecting Advisory Series)*

Graphic Novels: A Genre Guide to Comic Books, Manga, and More (Genreflecting Advisory Series)

Michael Pawuk

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Michael Pawuk : Graphic Novels: A Genre Guide to Comic Books, Manga, and More (Genreflecting Advisory Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised *Graphic Novels: A Genre Guide to Comic Books, Manga, and More (Genreflecting Advisory Series)*:

0 of 0 people found the following review helpful. Teacher recommended, student approved ;)By Ebony K. FilerTeacher recommended, student approved! My teacher had this on his suggested readings group and it's been very helpful so far for class.0 of 0 people found the following review helpful. Ambitious and SuccessfulBy setlibWhile

there are a lot of guides to graphic novels out there, this one is by far the most ambitious and successful. Because titles are arranged by genre, you can use this as a great tool for readers' advisory. Because titles are carefully labeled for age appropriateness, you can use this same book for collection development for all ages, elementary through adult. And because this includes comics as well as a significant amount of manga (about 50% of the titles I'm guessing) you can start with just this one book instead of having to buy separate guides to graphic novels and manga. This book is well worth the price and is something to which you will refer constantly as you build your graphic novel collection. I do have some criticisms, although most of them are related to format restrictions of the "Genreflecting Advisory Series." Although it's usually a nice feature that each title includes ISBNs, in this case it doesn't work because for some of the manga series with twenty or thirty volumes, the lists of ISBNs sometimes extend for over half a page. This is wasted space and it would have been sufficient to list the ISBN for just the first volume. Despite the vast number of titles in this book there are still some of my favorites that weren't included, so I wish those pages could have been used to list more titles instead of a bunch of ISBNs. Also the annotations with each title are more plot summary than review, and there is no star rating system or other guide to quality. As a result, you really can't order any titles just based on their inclusion in this guide, and will have to find another source with reviews before adding anything to your collection. For example, take two shōjo manga titles listed opposite each other in the Romance section, both rated for older teens -- the racy and controversial "Hot Gimmick" series and the sweet classic "Imadoki." The superb librarian's guide *Understanding Manga and Anime* gives you a heads-up that there may be some concerns about adding "Hot Gimmick", with its acceptance of abusive teen relationships, into your collection. I also wish there was a list in the back that included every title in each age rating, so for example an elementary librarian could see the "All Ages" titles listed in the same place, and then turn to read more about each book on the appropriate page. Right now you basically have to page through the whole book and scan the age rating in each listing to locate the relevant titles. In addition, there is no genre or list for homosexual titles even though yaoi is an important category in manga. While individual titles do indicate in the description if they are yaoi/yuri, there are not many of these titles and they can only be located by flipping randomly through the book. By contrast, *Manga: The Complete Guide* has great specific listings of these and other mature titles. And while this IS a great book of lists, it is NOT really an introduction to graphic novels. There is a cute section in the front, in comic form, that briefly discusses issues like cataloging and promotion -- however this book is really for people who have already decided graphic novels are worth purchasing. It is not an introduction to the format for newbies; librarians who are still struggling to decide whether or not they want to start a graphic novel collection at all may want to look at something like *The Librarian's Guide to Graphic Novels for Children and Tweens* first. Despite those criticisms, this is still the most thorough single volume guide to graphic novels available, and I highly recommend it to librarians serving all populations.

Adding graphic novels to your library collection is a surefire way to boost circulation and build customer loyalty. But with thousands of graphic novels being published annually and no sign of a slowdown, how do you determine which graphic novels to purchase, and which to recommend to teen and adult readers? This guide is intended to help you start, update, or maintain a graphic novel collection and advise readers about the genre. It covers more than 2,400 titles, including series titles, and organizes them according to genre, subgenre, and theme--from super-heroes and adventure to crime, humor, and nonfiction. Reading levels, awards/recognition, and core titles are identified; and ties-ins with gaming, film, anime, and television are noted. Grade 6 through adult. In addition, it will cite resources for learning more about the genre, and provide information on awards. Hundreds of images illustrate the guide.

From *School Library Journal* This accessible tome serves as both a readers' advisory tool and a collection-development aid for graphic novels and collected comic books in English. Symbols help readers gauge age-appropriateness, awards earned, and core-collection status. Within each genre, the works are organized by title. This helps because most readers know titles more than authors. Appendixes offer vital information on further reading, publishers, and useful Web sites. Each entry has good documentation and summaries, though some series titles are more up-to-date than others. Classics are included, but the vast majority of the titles are from the last decade. Books are well chosen and the genre-based organization makes this volume an especially good resource for school librarians seeking to provide graphic-novel options for classroom subjects and units. The broad age range covered (grade six to adult) and the lack of similar titles on the market make this volume a smart buy. Cara von Wrangel Kinsey, New York Public Library
Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.
From *Booklist* If anyone still has any doubts that graphic novels and manga have crossed over into the realm of mainstream literature, just consider this newest addition to the Genreflecting Advisory Series. Readers are guided through nine main graphic groupings: "Super-Heroes," "Action and Adventure," "Science Fiction," "Fantasy," "Crime and Mysteries," "Horror," "Contemporary Life," "Humor," and "Nonfiction." These main categories are further divided into subsets. For example, "Fantasy" encompasses "Sword and Sorcery Fantasy," "Fairy Tales and Folklore," and "Dark Fantasy," to name a few. Despite this array of subjects and more than 2,000 annotated examples, author Pawuk maintains that he has included only a small fraction of current graphic offerings. Still, librarians and media specialists will find this a

helpful resource for both readers' advisory and collection development for this rapidly expanding medium. Following the established Genreflecting format, detailed bibliographic citations accompanied by brief annotations are sorted according to genre, subgenre, theme, and series. Works are listed by title or by the name of the main character, when more relevant (Superman, Transformers, etc.). The annotations are descriptive, as opposed to critical, and provide plot summaries and overviews of main characters. Appropriate age levels are indicated (all audiences, 10 and above, 13-15, 16-17, and 18 and older). Icons indicate media crossovers (films, television shows, electronic games, Japanese anime). First-priority selections for core collections are identified. The introduction (which appears in graphic format) offers tips on locating, evaluating, ordering, cataloging, displaying, and promoting selections. Graphic publishing industry award winners are noted, as are winners of various ALA awards. Appendixes list additional print and online resources and contact information for publishers. This year's winner of the Michael L. Printz Award for Excellence in Young Adult Literature, *American Born Chinese*, by Gene Luen Yang, is the first graphic novel to win a major book award. Because of this recognition, interest and demand for graphic literature will probably escalate. This timely and helpful resource will be a welcome addition to public- and secondary-school collections.

Kathleen McBroom
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"Anyone doubting the wide, wild variety in graphic novels will be set straight by Pawuk's massive guide, with plot summaries for over 2400 titles organized by genre, subgenre, and theme. Icons identify award winners, core titles, reading levels, and media tie-ins. There are author, illustrator, and title indexes plus a short subject index. Appendixes list additional sources of information and major comics publishers, and an introduction in comics format gives brief general information about graphic novels and adding them to library collections. Note that this is a genre guide, not a comprehensive book on graphic novels in the library, and the focus is on titles popular with readers, winning critical acclaim, or considered classics. Highly recommended for readers' advisory functions and for collection development. Aficionado patrons can also use it to broaden their reading." - Library Journal

"Michael Pawuk has collected a vast amount of information and detail for the long-overdue (and necessary) readers' advisory tool *Graphic Novels*. [S]hould prove to be an invaluable tool for a librarian overwhelmed by where to start. Categorizing the hundreds of examples through genres such as Super-Heroes, Science Fiction, Humor, Contemporary Life, and Nonfiction, Pawuk describes each novel's plot, providing details such as the length of the series, the authors and illustrators, awards won, movies adapted from, and so forth. Both librarians and patrons will find a wealth of material to peruse, and newcomers to graphic novels will definitely discover something to pique their interest." - Partnership: the Canadian Journal of Library and Information Practice and Research

"Graphic novels are everywhere right now, but because of their popularity it can be overwhelming to know where to look when adding them to library collections. Pawuk's guide provides just what is needed: a place to find summaries of more than 2,400 titles and to gain insight into which graphic novels are worth reading. The volume covers titles in nine topical categories. Each entry includes descriptions of major plot points, characters, and an age recommendation. *Graphic Novels* provides a valuable introduction to this format for librarians and readers who don't know where to start. It summarizes the classic titles and little-known treasures that should be in every library collection, and also covers an amazing variety of topics and characters. [R]ecommended for public libraries, as well as school and academic libraries looking to add graphic novels to their collections." - Reference User Services Quarterly

"The comprehensive index by title and character, as well as indexes by author and illustrator, help any user to locate the item they are looking for as well as titles of similar interest. This book will be of great use to the reader of graphic novels as well as the librarian performing readers' advisory to those perusers of this genre." - American Reference Books Annual

"Starred This well-designed and information-rich reference is a guide to the best graphic novels currently in the marketplace. Michael Pawuk explains in a unique visual comic-book style introduction that graphic novels are much longer than comic books and target a slightly older audience than picture books. He continues with important information about the design and use of this annotated bibliographic work. Because librarians can consult this valuable resource as a tool to reinvent teen collections and to entice teens to read, this work should be an essential purchase for all high school and public libraries. Highly Recommended." - Library Media Connection

"This accessible tome serves as both a readers' advisory tool and a collection-development aid for graphic novels and collected comic books in English. Symbols help readers gauge age-appropriateness, awards earned, and core-collection status. Within each genre, the works are organized by title. This helps because most readers know titles more than authors. Appendixes offer vital information on further reading, publishers, and useful Web sites. Each entry has good documentation and summaries, though some series titles are more up-to-date than others. Classics are included, but the vast majority of the titles are from the last decade. Books are well chosen and the genre-based organization makes this volume an especially good resource for school librarians seeking to provide graphic-novel options for classroom subjects and units. The broad age range covered (grade six to adult) and the lack of similar titles on the market make this volume a smart buy." - School Library Journal

"This major annotated bibliography of 2,500 graphic novels and related genres provides an advanced guide for building large collections for teens and adults. [t]his guide is recommended for the serious selector who reads and reads and reads this material and knows it and discusses the works with patrons." - Teacher Librarian

"This in-depth graphic novel bibliography reference book is awe inspiring. Not only will it help librarians fill holes in their collections, but it also will be great for readers' advisory and displays. Although many librarians will want to use this

book as a collection development source, it is best used for readers' advisory. Fans of the graphic novel format will really appreciate this bibliographic guide to expand their reading repertoire. It is highly recommended for libraries to purchase for their adult reference collection." - VOYA

"In *Graphic Novels: A Genre Guide to Comic Books, Manga, and More* (part of the *Genreflecting Advisory Series*), Pawuk takes more than 2,400 graphic novels: arranges them according to genre, subgenre, and theme; and provides plot summaries and overviews of the main characters. The introduction -- presented in comic format -- explains why you need a graphic novels collection and offers tips on building and getting the best use out of it. With this guide in hand, you might just turn into an otaku (i.e., devoted fan)." - *American Libraries*

"If anyone still has any doubts that graphic novels and manga have crossed over into the realm of mainstream literature, just consider this newest addition to the *Genreflecting Advisory Series*. Readers are guided through nine main graphic groupings: Super-Heroes, Action and Adventure, Science Fiction, Fantasy, Crime and Mysteries, Horror, Contemporary Life, Humor, and Nonfiction. These main categories are further divided into subsets. For example, Fantasy encompasses Sword and Sorcery Fantasy, Fairy Tales and Folklore, and Dark Fantasy, to name a few. [I]brarians and media specialists will find this a helpful resource for both readers' advisory and collection development for this rapidly expanding medium. This timely and helpful resource will be a welcome addition to public- and secondary-school collections." - *Booklist/Professional Reading*

"Pawuk presents a bibliographic guide to graphic novels (and trade paperbacks) for librarians wishing to add ot their collection. Some 2,400 titles are listed by genre (super-heroes, action and adventure, fantasy, crime and mysteries, horror, contemporary life, humor, and nonfiction) and sub-genres and annotated with summary descriptions, basic publishing information, and age ratings. The listings have been chosen according to the following criteria: popularity, suitability, age level, genre, writing quality, artistic quality, artistic style, format, reputation, and awards and recognition. Also listed are publisher addresses, web sites, and other resources." - *Reference Research Book News*