A Pathfinder for Comic Books and Graphic Novels

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Abstract

Alternative media are becoming more widely accepted as forms of literature. Comic books and graphic novels are now mainstream, with characters and storylines appearing in movies, cartoons, video games, television shows, and more. Comics and graphic novels are a billion dollar industry that can often go overlooked in the minds of readers. The resources in this pathfinder will open readers’ eyes to the universe of stories and characters that are contained in comic books. It will also give readers an idea of the rich history of the industry and the powerful impact that comic books and graphic novels have had on popular culture. In addition, it will also provide teachers with a multitude of literary resources that they may otherwise overlook.

Comics and Graphic Novels The graphic novel slowly, steadily, surely, sometimes quietly, and often noisily has entered the mainstream. It does so with a remarkable freedom… It is distinguished from the term “comic book”, which is used for comics periodicals. The term is not strictly defined, though one broad dictionary definition is “a fictional story that is presented in comic-strip format and presented as a book. A graphic novel is a book made up of words and pictures: typically, in a graphic novel, the pictures are arranged on the.