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for decades scholars have been making the connection between the design of the superhero story and the mythology of the ancient folktale moving beyond simple comparisons and common explanations this volume details how the workings of the superhero comics industry and the conventions of the medium have developed a culture like that of traditional epic storytelling it chronicles the continuation of the oral traditional culture of the early 20th century superhero industry in the endless variations on superman and shows how frederic wertham s anti comic crusade in the mid 1950s helped make comics the most countercultural new medium of the 20th century by revealing how contemporary superhero comics like geoff johns green lantern and warren ellis s the authority connect traditional aesthetics and postmodern theories this work explains why the superhero comic book flourishes in the new traditional shape of our acutely self conscious digital age

The Meaning of Superhero Comic Books 2014-01-10

in the secret origins of comics studies today s leading comics scholars turn back a page to reveal the founding figures dedicated to understanding comics art edited by comics scholars matthew j smith and randy duncan this collection provides an in depth study of the individuals and institutions that have created and shaped the field of comics studies over the past 75 years from coulton waugh to wolfgang fuchs these influential historians educators and theorists produced the foundational work and built the institutions that inspired the recent surge in scholarly work in this dynamic interdisciplinary field sometimes scorned often underappreciated these visionaries established a path followed by subsequent generations of scholars in literary studies communication art history the social sciences and more giving not only credit where credit is due this volume both offers an authoritative account of the history of comics studies and also helps move the field forward by being a valuable resource for creating graduate student reading lists and the first stop for anyone writing a comics related literature review

The Secret Origins of Comics Studies 2017-09-19

why do screen narratives remain so different in an age of convergence and globalisation that many think is blurring distinctions this collection attempts to answer this question using examples drawn from a range of media from hollywood franchises to digital comics and a range of countries from the united states to japan

Storytelling in the Media Convergence Age 2014-12-18

thanks to a deal with death a young sculptor gets his childhood wish to sculpt anything he can imagine with his bare hands with only 200 days to live deciding what to create is harder than he thought

The Sculptor 2015

focusing especially on american comic books and graphic novels from the 1930s to the present this massive four volume work provides a colorful yet authoritative source on the entire history of the comics medium comics and graphic novels have recently become big business serving as the inspiration for blockbuster hollywood movies such as the iron man series of films and the hit television drama the walking dead but comics have been popular throughout the 20th century despite the significant effects of the restrictions of the comics code in place from the 1950s through 1970s which prohibited the depiction of zombies and use of the word horror among many other rules comics through time a history of icons idols and ideas provides students and general readers a one stop resource for researching topics genres works and artists of comic books comic strips and graphic novels the comprehensive and broad coverage of this set is organized chronologically by volume volume 1 covers 1960 and earlier volume 2 covers 1960 1980 volume 3 covers 1980 1995 and volume 4 covers 1995 to the present the chronological divisions give readers a sense of the evolution of comics within the larger contexts of american culture and history the alphabetically arranged entries in each volume address topics such as comics publishing characters imprints genres themes titles artists writers and more while special attention is paid to american comics the entries also include coverage of british japanese and european comics that have influenced illustrated storytelling of the united states or are of special interest to american readers

Comics through Time [4 volumes] 2014-10-28

the most comprehensive reference ever compiled about the rich and enduring genre of comic books and graphic novels from their emergence in the 1930s to their late century breakout into the mainstream at a time when graphic novels have expanded beyond their fan cults to become mainstream bestsellers and sources for hollywood entertainment encyclopedia of comic books and graphic novels serves as an exhaustive exploration of the genre s history its landmark creators and creations and its profound influence on american life and culture encyclopedia of comic books and graphic novels focuses on english language comics plus a small selection of influential japanese and european works available in english with special emphasis on the new graphic novel format that emerged in the 1970s entries cover influential comic artists and writers such as will eisner alan moore and grant morrison major genres and themes and specific characters comic book imprints and landmark titles including the pulp noir 100 bullets the post apocalyptic y the last man the revisionist superhero drama identity crisis and more key franchises such as superman and batman are the center of a constellation of related entries that include graphic novels and other imprints featuring the same characters or material

Encyclopedia of Comic Books and Graphic Novels [2 volumes] 2010-05-11

attempts to define what comics are and explain how they work have not always been successful because they are premised upon the idea that comic strips comic books and graphic novels are inherently and almost exclusively visual this book challenges that premise and asserts that comics is not just a visual medium the book outlines the multisensory aspects of comics the visual audible tactile olfactory and gustatory elements of the medium it rejects a synaesthetic approach by which all the senses are engaged through visual stimuli and instead argues for a truly multisensory model by which the direct stimulation of the reader s physical senses can be understood a wide range of examples demonstrates how multisensory communication systems work in both commercial and more experimental contexts the book concludes with a case study that looks at the works of alan moore and indicates areas of interest that multisensory analysis can draw out but which are overlooked by more conventional approaches

Comics and the Senses 2014-01-10

with contributions by eti berland rebecca a brown christiane buuck joanna c davis mcelligatt rachel dean ruzicka karly marie grice mary beth hines krystal howard aaron kashtan michael l kersulov catherine kyle david e low anuja madan meghann meeusen rachel l rickard rebellino rebecca rupert cathy ryan joe sutliff sanders joseph michael summers marni stanley gwen athene tarbox sarah thaller annette wannamaker and lance weldy one of the most significant transformations in literature for children and young adults during the last twenty years has been the resurgence of comics educators and librarians extol the benefits of comics reading and increasingly children s and ya comics and comics hybrids have won major prizes including the printz award and the national book award despite the popularity and influence of children s and ya graphic novels the genre has not received adequate scholarly attention graphic novels for children and young adults is the first book to offer a critical examination of children s and ya comics the anthology is divided into five sections structure and narration transmedia pedagogy gender and sexuality and identity that reflect crucial issues and recurring topics in comics scholarship during the twenty first century the contributors are likewise drawn from a diverse array of disciplines english education library science and fine arts collectively they analyze a variety of contemporary comics including such highly popular series as diary of a wimpy kid and lumberjanes eisner award winning graphic novels by gene luen yang nate powell mariko tamaki and jillian tamaki as well as volumes frequently challenged for use in secondary classrooms such as raina telgemeier s drama and sherman alexie s the absolutely true diary of a part time indian

Graphic Novels for Children and Young Adults 2017-04-27

considers how comics display our everyday stuff junk drawers bookshelves attics as a way into understanding how we represent ourselves now for most of their history comics were widely understood as disposable you read them and discarded them and the pulp paper they were printed on decomposed over time today comic books have been rebranded as graphic novels clothbound high gloss volumes that can be purchased in bookstores checked out of libraries and displayed proudly on bookshelves they are reviewed by serious critics and studied in university classrooms a medium once considered trash has been transformed into a respectable if not elite genre while the american comics of the past were about hyperbolic battles between good and evil most of today s graphic novels focus on everyday personal experiences contemporary culture is awash with stuff they give vivid expression to a culture preoccupied with the processes of circulation and appraisal accumulation and possession by design comics encourage the reader to scan the landscape to pay attention to the physical objects that fill our lives and constitute our familiar surroundings because comics take place in a completely fabricated world everything is there intentionally comics are stuff comics tell stories about stuff and they display stuff when we use the phrase and stuff in everyday speech we often mean something vague something like etcetera in this book stuff refers not only to physical objects but also to the emotions sentimental attachments and nostalgic longings that we express or hold at bay through our relationships with stuff in comics and stuff his first solo authored book in over a decade pioneering media scholar henry jenkins moves through anthropology material culture literary criticism and art history to resituate comics in the cultural landscape through over one hundred full color illustrations using close readings of contemporary graphic novels jenkins explores how comics depict stuff and exposes the central role that stuff plays in how we curate our identities sustain memory and make meaning comics and stuff presents an innovative new way of thinking about comics and graphic novels that will change how we think about our stuff and ourselves

Comics and Stuff 2020-04-14

challenging genres comic books and graphic novels offers educators students parents and comic book readers and collectors a comprehensive exploration of comics graphic novels as a challenging genre medium

Challenging Genres 2010-01-01

this collection of new essays explores various ways of reading interpreting and using digital comics contributors discuss comics made specifically for web consumption and also digital reproductions of print comics written for those who may not be familiar with digital comics or digital comic scholarship the essays cover perspectives on reading criticism and analysis of specific titles the global reach of digital comics and how they can be used in educational settings

Perspectives on Digital Comics 2019-02-21

graphic narrative structures conceptual innovation identity and representations are examined in an eclectic volume that presents multimodal approaches to constructing reading and interpreting graphic novels and comics

Frame Escapes: Graphic Novel Intertexts 2019-07-22

critical approaches to comics offers students a deeper understanding of the artistic and cultural significance of comic books and graphic novels by introducing key theories and critical methods for analyzing comics each chapter explains and then demonstrates a critical method or approach which students can then apply to interrogate and critique the meanings and forms of comic books graphic novels and other sequential art the authors introduce a wide range of critical perspectives on comics including fandom genre intertextuality adaptation gender narrative formalism visual culture and much more as the first comprehensive introduction to critical methods for studying comics critical approaches to comics is the ideal textbook for a variety of courses in comics studies contributors henry jenkins david berona joseph witek randy duncan marc singer pascal lefevre andrei molotiu jeff mclaughlin amy kiste nyberg christopher murray mark rogers ian gordon stanford carpenter matthew j smith brad j ricca peter coogan leonard rifas jennifer k stuller ana merino mel gibson jeffrey a brown brian swafford

Critical Approaches to Comics 2012-03-22

this book explores how the heroes and villains of popular comic books and the creators of these icons of our culture reflect the american experience out of which they sprang and how they have achieved relevance by adapting to and perhaps influencing the evolving american character multiple generations have thrilled to the exploits of the heroes and villains of american comic books these imaginary characters permeate our culture even americans who have never read a comic book grasp what the most well known examples represent but these comic book characters and their creators do more than simply thrill they make us

consider who we are and who we aspire to be icons of the american comic book from captain america to wonder woman contains 100 entries that provide historical background explore the impact of the comic book character on american culture and summarize what is iconic about the subject of the entry each entry also lists essential works suggests further readings and contains at least one sidebar that provides entertaining and often quirky insight not covered in the main entry this two volume work examines fascinating subjects such as how the superhero concept embodied the essence of american culture in the 1930s and the ways in which comic book icons have evolved to reflect changing circumstances values and attitudes regarding cultural diversity the book s coverage extends beyond just characters as it also includes entries devoted to creators publishers titles and even comic book related phenomena that have had enduring significance

Icons of the American Comic Book [2 volumes] 2013-01-29

an immediate perennial documenting the critical rise of the graphic novel conventional wisdom states that cartooning and graphic novels exist in a golden age of creativity popularity and critical acceptance but why today the signal is stronger than ever but so is the noise new york times vanity fair and bookforum critic ben schwartz assembles the greatest lineup of comics critics the world has yet seen to testify on behalf of this increasingly vital medium the best american comics writing is the first attempt to collate the best criticism to date of the graphic novel boom in a way that contextualizes and codifies one of the most important literary movements of the last 60 years this collection begins in 2000 the game changing year that pantheon released the graphic novels jimmy corrigan and david boring originally serialized as alternative comics they went on to confirm the critical and commercial viability of graphic literature via its various authors this collection functions as a valuable readers guide for fans academics and librarians tracing the current comics renaissance from its beginnings and creative growth to the cutting edge of today s artists this volume includes daniel clowes ghost world in conversation with novelist jonathan lethem fortress of solitude chris ware jonathan franzen the corrections john hodgman the daily show the areas of my expertise the new york times book review david hajdu the 10 cent plague douglas wolk publishers weekly author of the eisner award winning reading comics frank miller sin city and the spirit film director in conversation with will eisner the spirit s creator gerard jones men of tomorrow brian doherty author radicals of capitalism this is burning man and critics ken parille comic art jeet heer the national post r c harvey biographer of milton caniff and donald phelps author of the landmark book of comics criticism reading the funnies best american comics writing also features a cover by nationally known satirist drew friedman the new york observer old jewish comedians in which friedman asks tongue in cheek if cartoonists are the new literati what must their critics look like

The Best American Comics Criticism 2010-05-25

collecting chapters from authors all over the world this volume examines and expounds the rich tapestry of meanings expressions and cultural insights found in the medium of comics

Cultural Excavation and Formal Expression in the Graphic Novel 2019-01-04

we are living in a golden age of cartoon art never before has graphic storytelling been so prominent or garnered such respect critics and readers alike agree that contemporary cartoonists are creating some of the most innovative and exciting work in all the arts for nearly a decade hillary l chute has been sitting down for extensive interviews with the leading figures in comics and with outside the box she offers fans a chance to share her ringside seat chute s in depth discussions with twelve of the most prominent and accomplished artists and writers in comics today reveal a creative community that is richly interconnected yet fiercely independent its members sharing many interests and approaches while working with wildly different styles and themes chute s subjects run the gamut of contemporary comics practice from underground pioneers like art spiegelman and lynda barry to the analytic work of scott mccloud the journalism of joe sacco and the extended narratives of alison bechdel charles burns and more they reflect on their experience and innovations the influence of peers and mentors the reception of their art and the growth of critical attention and the crucial place of print amid the encroachment of the digital age beautifully illustrated in full color and featuring three never before published interviews including the first published conversation between art spiegelman and chris ware outside the box will be a landmark volume a close up account of the rise of graphic storytelling and a testament to its vibrant creativity

Outside the Box 2014-04-10

without a doubt chris ware is one of the preeminent creators of comics today he is a brilliant figure in a generation of extraordinarily talented people granted there are a lot of innovators in the field right now but no one else in the last seventy years has explored the capabilities of the genre to the same extent as has ware his genius in part comes from his interest in and understanding of the past accomplishments of figures such as george herriman and winsor mccay one might even say that much of his work is somewhat archaeological in nature he is interested in a reclamation of the past rather than merely excavating the achievements of past masters for the sake of history however ware is also fortifying expanding and enriching comics so that it might flourish in the present this work begins with a broad examination of the nature of comics first by briefly discussing the cognitive operations involved in processing this hybrid medium then by surveying the generic branches of comics and then by offering an historic examination of its contemporary development which goes back as far as the sixteenth century next is an analysis of comics in relation to literature film and the visual arts comics utilizes elements from all of these but it also offers a unique narrative experience this book primarily focuses upon ware s magnum opus to date jimmy corrigan it contextualizes his work within developments in comics over the last fifty years as well as comparing him to other prominent figures such as will eisner art spiegelman daniel clowes alan moore neil gaiman lynda barry and frank miller

Chris Ware's Jimmy Corrigan 2011-11-15

this anthology explores tensions between the individualistic artistic ideals and the collective industrial realities of contemporary cultural production with eighteen all new chapters presenting pioneering empirical research on the complexities and controversies of comics work art spiegelman alan moore osamu tezuka neil gaiman names such as these have become synonymous with the medium of comics meanwhile the large numbers of people without whose collective action no comic book would ever exist in the first place are routinely overlooked cultures of comics work unveils this hidden global industrial labor of writers illustrators graphic designers letterers editors printers typesetters publicists publishers distributors translators retailers and countless others both directly and indirectly involved in the creative production of what is commonly thought of as the comic

book drawing upon diverse theoretical and methodological perspectives an international and interdisciplinary cohort of cutting edge researchers and practitioners intervenes in debates about cultural work and paves innovative directions for comics scholarship

Cultures of Comics Work 2016-12-05

critical studies of the graphic novel have often employed methodologies taken from film theory and art criticism yet as graphic novels from maus to watchmen have entered the literary canon perhaps the time has come to develop theories for interpreting and evaluating graphic novels that are drawn from classic models of literary theory and criticism using the methodology of georg lukács and his detailed defense of literary realism as a socially embedded practice litcomix tackles difficult questions about reading graphic novels as literature what critical standards should we use to measure the quality of a graphic novel how does the genre contribute to our understanding of ourselves and the world what qualities distinguish it from other forms of literature litcomix hones its theoretical approach through case studies taken from across the diverse world of comics from yoshihiro tatsumi s groundbreaking manga to the hernandez brothers influential alt comix whether looking at graphic novel adaptations of proust or considering how jack kirby s use of intertextuality makes him the balzac of comics this study offers fresh perspectives on how we might appreciate graphic novels as literature

Litcomix 2023-03-17

a sourcebook of historical written texts video documentation and working programs that form the foundation of new media this reader collects the texts videos and computer programs many of them now almost impossible to find that chronicle the history and form the foundation of the still emerging field of new media general introductions by janet murray and lev manovich along with short introductions to each of the texts place the works in their historical context and explain their significance the texts were originally published between world war ii when digital computing cybernetic feedback and early notions of hypertext and the internet first appeared and the emergence of the world wide when they entered the mainstream of public life the texts are by computer scientists artists architects literary writers interface designers cultural critics and individuals working across disciplines the contributors include chronologically jorge luis borges vannevar bush alan turing ivan sutherland william s burroughs ted nelson italo calvino marshall mcluhan jean baudrillard nicholas negroponte alan kay bill viola sherry turkle richard stallman brenda laurel langdon winner robert coover and tim berners lee the cd accompanying the book contains examples of early games digital art independent literary efforts software created at universities and home computer commercial software also on the cd is digitized video documenting new media programs and artwork for which no operational version exists one example is a video record of douglas engelbart s first presentation of the mouse word processor hyperlink computer supported cooperative work video conferencing and the dividing up of the screen we now call non overlapping windows another is documentation of lynn hershman s lorna the first interactive video art installation

The New Media Reader 2003-02-14

this comics anthology delves deeply into the messy and often taboo subject of human reproduction featuring work by luminaries such as carol tyler alison bechdel and joyce farmer graphic reproduction is an illustrated challenge to dominant cultural narratives about conception pregnancy and childbirth the comics here expose the contradictions complexities and confluences around diverse individual experiences of the entire reproductive process from trying to conceive to child loss and childbirth jenell johnson s introduction situates comics about reproduction within the growing field of graphic medicine and reveals how they provide a discursive forum in which concepts can be explored and presented as uncertainties rather than as part of a prescribed or expected narrative through comics such as lyn chevley s groundbreaking abortion eve bethany doane s pushing back a home birth story leah hayes s not funny ha ha and losing thomas ella a father s story by marcus b weaver hightower the collection explores a myriad of reproductive experiences and perspectives the result is a provocative multifaceted portrait of one of the most basic and complicated of all human experiences one that can be hilarious and heartbreaking featuring work by well known comics artists as well as exciting new voices this incisive collection is an important and timely resource for understanding how reproduction intersects with sociocultural issues the afterword and a section of discussion exercises and questions make it a perfect teaching tool

Graphic Reproduction 2018-05-03

comic book studies has developed as a solid academic discipline becoming an increasingly vibrant field in the united states and globally a growing number of dissertations monographs and edited books publish every year on the subject while world comics represent the fastest growing sector of publishing the oxford handbook of comic book studies looks at the field systematically examining the history and evolution of the genre from a global perspective this includes a discussion of how comic books are built out of shared aesthetic systems such as literature painting drawing photography and film the handbook brings together readable jargon free essays written by established and emerging scholars from diverse geographic institutional gender and national backgrounds in particular it explores how the term global comics has been defined as well the major movements and trends that will drive the field in the years to come each essay will help readers understand comic books as a storytelling form grown within specific communities and will also show how these forms exist within what can be considered a world system of comics

The Oxford Handbook of Comic Book Studies 2020-04-01

graphic novels have exploded off bookstore shelves into movies college courses and the new york times book review and comics historian and children s literature specialist stephen weiner explains the phenomenon in this groundbreaking book the first history of graphic novels from the agonizing holocaust vision of art spiegelman s maus to the teenage angst of dan clowes s ghost world this study enters the heart of the graphic novel revolution the complete history of this popular format is explained from the first modern urban autobiographical graphic novel will eisner s a contract with god to the dark mysteries of neil gaiman s sandman the postmodern superheroics of frank miller s batman the dark knight and breakout books such as alison bechdel s fun home and r crumb s the book of genesis it s all here in this newly updated edition which contains the must reads the milestones the most recent developments and what to look for in the future of this exciting medium

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