


















Top Recommended Graphic Novels for Your Library

-  *Amulet* by Kazu Kibuishi
-  *Bone* by Jeff Smith
-  *Case Closed* by Gosho Aoyama
-  *The Dark Knight Returns* by Frank Miller
-  *Dragon Ball* by Akira Toriyama
-  *Fables* by Bill Willingham
-  *Fruits Basket* by Natsuki Takaya
-  *Level Up* by Gene Leung Yang
-  *Maus* by Art Spiegelman
-  *Monstress* by Marjorie M. Liu
-  *Oishinbo* by Tetsu Kariya and Akira Hanasaki
-  *Paper Girls* by Brian K. Vaughan
-  *Saga* by Brian K. Vaughan
-  *A Silent Voice* by Yoshitoki Oima
-  *Smile* by Raina Telgemeier
-  *The Sandman* by Neil Gaiman
-  *Watchmen* by Alan Moore

Hillary Chang

When Hillary Chang joined Kahala School's Library Corps in the 5th grade, she didn't realize how well it would serve her future positions as Student Worker, Library Assistant, Librarian, and Department Head. She currently manages the McCully-Moilili Public Library and is the graphic novel/animation specialist.

Kelly Campbell

Kelly is the Young Adult Librarian at Mililani Public Library. Kelly grew up on Guam and moved to Hawai'i in 2006. When not working, she likes to play video games, drink different types of tea, and read graphic novels.

Graphic Novels And You

A Compressed and Recommended Book List Plus More!



Non-Fiction

Comics Confidential: 13 Graphic Novelists Talk Story, Craft, and Life Outside the Box by Leonard S. Marcus

100 Greatest Graphic Novels: The Good. The Bad. The Epic. by Katrina Hill and Alex Langley

Understanding Comics: The Invisible Art by Scott McCloud



Resources

Critical Survey of Graphic Novels: Manga edited by Bart H. Beaty and Stephen Weiner (2015)

The Readers' Advisory Guide to Graphic Novels by Francisca Goldsmith (2017)

Graphic Novels Core Collection edited by Kendal Spires, Gabriela Toth, and Maria Hugger (2016)

Comic Book Legal Defense Fund

<http://cblidf.org/>

Comics Worth Reading

<https://comicsworthreading.com/>

Diamond Bookshelf

<http://www.diamondbookshelf.com>

No Flying, No Tights is a review site by librarians, educators, and youths.

<https://noflyingnotights.com/>

School Library Journal

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

Teen Services Underground is a resource for librarians by librarians in youth services.

<https://www.teenservicesunderground.com/>

YALSA is the Young Adult Library Services Association

<http://www.ala.org/yalsa/>

What is the Graphic Novel?

The Graphic Novel is defined as a story presented in comic-strip format and published as a book.¹ It has many names from the East, from *manga* (Japan), *manhua* (China, Hong Kong, Taiwan), *manhwa* (Korea) to the general term *comics* in the West. Graphic Novels appeal to all ages, now a part of the popular culture that encompasses movies, novels, television shows, and politics.



Photo by marguerite/Flickr



Age Ratings

Many publishers have a suggested rating on each graphic novel published, oftentimes on the back of the book. As a librarian, you use your judgment, research reviews, read the graphic novel, ask colleagues in order to determine where the Graphic Novel should be (Adult/YA/Children collections).

Graphic Novels have a general rating system across the board: E for Everyone, Y for Youth (10+), T for Teen (13+), OT for Older Teen (16+), and M for Mature (18+). This is a general system and certain publishers might have a different age rating (i.e. DC Comics has 15+ for OT but Yen Press lists 16+) so it is something to keep in mind.

¹ "Graphic Novel." Merriam-Webster.com. Merriam-Webster, n.d. Web. 7 Oct. 2017.

Articles

Download the barcode/QR code scanner application onto your phone to gain access to these articles!

Don't Judge a Manga by Its Rating...

From YALSA's The Hub is an article about how sometimes you need look beyond the rating to determine if a graphic novel would be a sound choice for teens. <http://tiny.cc/yalgn>



Graphic Novels: A Road Map to Academic Success



From the American Association of School Librarians (AASL) is an article written on the empowerment of graphic novels. <http://tiny.cc/skoolgn>

How Graphic Novels Became the Hottest Section in the Library



Publisher's Weekly released an article on Graphic Novels and "How [They] Became the Hottest Section in the Library". For one library, graphic novels make up 10% of the collection but accounts for 35% of their circulation. <http://tiny.cc/pwgn>

The People's Comics...

School Library Journal's article "The People's Comics: Using the Graphic Format to Teach About Current Events" is an excellent read regarding the graphic novel's growing presence in the classroom. <http://tiny.cc/slign>

