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Titolo Studying comics and graphic novels [[electronic resource] /] / Karin

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Soggetti Comic books, strips, etc - History and criticism

Graphic novels - History and criticism

Lingua di pubblicazione Inglese

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Nota di bibliografia Includes bibliographical references and index.

Nota di contenuto Introduction: How to Use This Book -- What This Book Holds --

Working Definitions -- 1. What's in a Page: Close-Reading Comics. Cognitive Processes and Critical Terms -- Navigating the Comics Page -- Entering the Storyworld and Meeting its Participants -- Comics Analysis: A Basic Checklist -- 2. The Way Comics Tell it: Narration and Narrators. Showing and Telling -- Story, Discourse, and Plot -- The Narrator -- Narration, Focalization, and Point of View -- Narrative as Meaning-Making -- Graphic Narrative: A Basic Checklist -- 3. Narrating Minds and Bodies: Autobiographical Comics. Style and Subjectivity --Autographic Agents -- Embodiment -- Self-Reflexivity -- Time, Story, and History -- Alternative Agendas and Authenticity -- 4. Novels and Graphic Novels: Adaptations. Transporting Stories -- Media Affordances and Adaptation Strategies -- Fidelity in Adaptation --Literary Complexity -- The Page Revisited -- 5. Comics and Their History. The Beginnings of Comics History -- Precursors in Emergent Mass Culture -- Newspaper Comics (1900s-1930s) -- The Comic Book (1930-54) -- Comics Censorship (1954) -- Comics as Popular Culture -- Breaking the Code 1: Pop Art and Underground Comix -- Breaking the Code 2: The British Invasion -- 6. The Study and Criticism of Comics. Resources for Studying Comics -- Access to Comics Texts --Critical Work on Comics -- Critical Approaches to Comics -- Comics Semiotics -- Comics Narratology -- Cognitive Approaches to Comics

-- Historical and Auteurist Approaches -- Cultural Studies and Gender Studies -- Psychoanalysis -- How to Write Your Essay on Comics -- The Crime Scene -- The Witnesses -- Making Your Case -- End Credits -- Conclusion: Comics as Literature -- Appendix: More Comics and Graphic Novels to Read -- Glossary.

## Sommario/riassunto

This introduction to studying comics and graphic novels is a structured guide to a popular topic. It deploys new cognitive methods of textual analysis and features activities and exercises throughout.