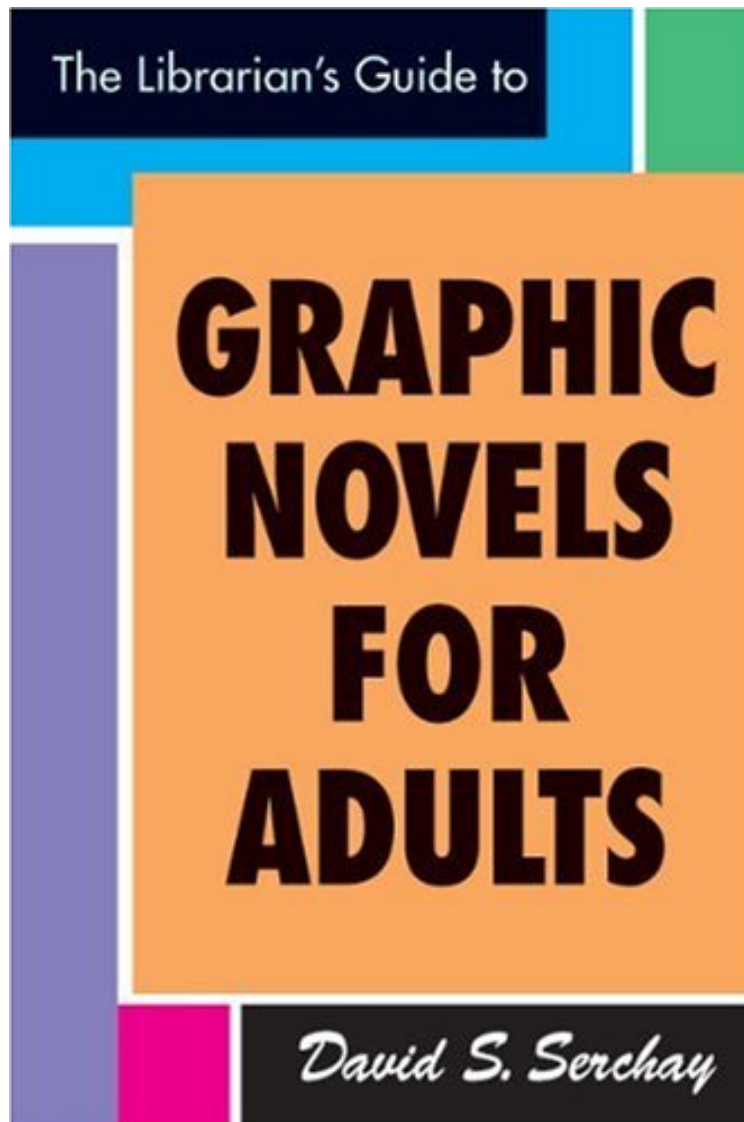


The Librarian's Guide to Graphic Novels for Adults

David S. Serchay

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#4023228 in Books Neal-Schuman Publishers, Inc. 2009-11-23Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 9.02 x .70 x 5.98l, 1.15 #File Name: 1555706622320 pages | File size: 77.Mb

David S. Serchay : The Librarian's Guide to Graphic Novels for Adults before purchasing it in order to gage whether or not it would be worth my time, and all praised The Librarian's Guide to Graphic Novels for Adults:

Graphic novels are not just for kids, in fact, the average age of the comic reader is estimated to be between 25 and 35! This hip new resource - from the acclaimed author of The Librarian's Guide to Graphic Novels for Children and Tweens David Serchay - is an indepth guide to understanding, building, and managing an optimal collection of graphic

novels that is targeted to please the format's many dedicated adult fans. The book provides a helpful overview of the increasingly important role that graphic novels play in collection development. Serchay covers both American and foreign works, and provides invaluable insight into their growing use in university and higher education settings, as well as their historical content, use in targeted library programs, and of course, their ties to popular media and entertainment. There is also instruction for deciding exactly which novels to purchase, how best to manage your collection, and tips for displaying and promoting books to your patrons. Plus, you'll find guidance for dealing with common issues that may arise, like knowing which graphic novels might be inappropriate for younger readers, as well as an invaluable list of recommended purchases, further reading and electronic resources.

From Booklist As the popularity and seeming ubiquitousness of graphic novels have steadily increased, so, too, have support materials for librarians wishing to build relevant collections to meet ever-increasing patron demand. This offering addresses the adult market and includes pertinent and compelling components: justification for inclusion, definitions of terms and genres, artistic history, social background alongside practical suggestions and guidelines for creating, promoting, circulating, and maintaining collections. Equally welcome are annotated bibliographies of more than 600 titles, encompassing monographs, series, and books about graphic literature. Of special note are the numerous exhibits, boxed inserts of statistics, facts, and figures; examples include lists film versions and comics-themed university courses. This publication complements the author's previous work, *The Librarians Guide to Graphic Novels for Children and Tweens* (2008), and should be a first choice for public and academic libraries wishing to inaugurate or expand their graphic-novel collections. --Kathleen McBroom "The extensive list of suggested titles is a useful collection development tool." --*American Libraries Magazine*, March 2010 "...should be a first choice for public and academic libraries wishing to inaugurate or expand their graphic-novel collections." --*Booklist*, March 15, 2010 "The book is so thorough that if a librarian were to drop down from Mars having never seen a comic in her life, Serchay's descriptions and background information would allow her to understand them well." --*Reference User Services Quarterly*, Fall 2010 "Complete with an annotated bibliography, recommended readings, and indexes, this book is comprehensive, well written, and appealing...Especially helpful to the GN newcomer, this book will also appeal to those familiar with Serchay's first book, *The Librarian's Guide to Graphic Novels for Children and Tweens*. Highly recommended." --*Library Journal*, January 2010 "this volume is a valuable addition to the literature on the field recommended for public librarians who are interested in, or need to know about, a form which is growing in popularity, even for adults." --*The Australian Library Journal*, January 2011