Encyclopedia of Comic Books and Graphic Novels: [Two Volumes]

From Greenwood

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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.

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Encyclopedia of Comic Books and Graphic Novels: [Two Volumes] From Greenwood Bibliography

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Editorial Review

From [Booklist](#)
This encyclopedia offers more than 300 authoritative and well-documented articles addressing the history, evolution, numerous manifestations, noteworthy individuals (both virtual and real), and cultural impact of comic books and graphic novels in the U.S. Articles have been written by a team of 80 individuals, including scholars, authors, historians, and aficionados. These individually signed entries appear in alphabetical order and range from a couple of paragraphs to a couple of pages. All take a serious approach and an academic tone; some include select bibliographies. Occasional black-and-white illustrations are scattered throughout. Researchers can access information by consulting the general index, an alphabetical list of entries, or the topical entry guide. The broad categories listed in the topical guide give a good indication of the breadth of coverage: "Individual Comic Book and Graphic Novel Titles or Characters"; "Individual Writers and Artists"; "Themes and Genres"; "Comic Publishers"; and then a final designation: "Miscellaneous" (including, for example, Comics Code, Comics scholarship, Merchandizing and licensing, and Retcon, or retroactive continuity, the act of rearranging previously established narrative details to allow for new versions of serialized story lines). The overall evenhanded and insightful tone is reflected in the entry on Fredric Wertham, a sometimes demonized critic of comic books and their deleterious affect on impressionable adolescent minds, coverage of whom presents a balanced and thorough overview of his entire career. A very brief preface outlines the scope (Anglophone comics, with an emphasis on titles that first appeared in the U.S.). A selected bibliography (listing more than 100 Web sites, magazine articles, and books) completes volume 2. This readable reference will be of interest to public and academic libraries and possibly some school collections. Also available as an e-book. --Kathleen McBroom

Review
"Arranged alphabetically, 340 signed entries were contributed by 78 scholars whose fields include political science, computer science, cultural anthropology, English, comparative literature, and library science, among other disciplines?a broad range reflecting the broad range of potential readers. The entries offer thorough information on individual comic book and graphic novel titles and characters, individual writers and artists, publishers, themes and genres (such as the Cold War, crime, fantasy, education, folklore, history, horror, mutants, Nazis, romance, satire, science fiction, westerns, youth culture, among others), and miscellaneous topics such as the comics code, comics scholarship, awards, and merchandising. Most entries include a bibliography, and a general resources bibliography is also included." - **Reference & Research Book News**

"Recommended for most public and academic libraries." - **Library Journal**

"This readable reference will be of interest to public and academic libraries and possibly some school collections." - **Booklist**

"More than 80 contributors helped craft entries on creators, series, characters, genres, and themes, while a large editorial board of comics scholars made sure all the important elements were included." - **Kirkus Reviews**

". . . an extremely valuable resource filled with informative and engaging articles dealing with virtually every aspect of the art and industry of comic books and graphic novels. . . . *Encyclopedia of Comic Books and Graphic Novels* is a welcome addition to the growing body of comics scholarship. It is recommended for both academic and public libraries." - **Reference & User Services Quarterly**

"This seminal encyclopedia provides a convenient resource both for those who have a professional interest in understanding comic books and graphic novels and for those who want to enrich their reading. . . . this is a highly readable and informative resource that will guide its readers into understanding and appreciating the comic book as an American popular culture literary genre. Recommended." - **Library Media Connection**

About the Author

M. Keith Booker is the James E. and Ellen Wadley Roper Professor of English at the University of Arkansas, Fayetteville, AR, where he also serves as director of the program in comparative literature and cultural studies.

Users Review

From reader reviews:

Aimee Nguyen:

The e-book with title Encyclopedia of Comic Books and Graphic Novels: [Two Volumes] contains a lot of information that you can discover it. You can get a lot of benefit after read this book. This book exist new expertise the information that exist in this guide represented the condition of the world today. That is important to yo7u to be aware of how the improvement of the world. That book will bring you inside new era of the glowbal growth. You can read the e-book in your smart phone, so you can read the idea anywhere you want.

Ezra Talbott:

The actual book Encyclopedia of Comic Books and Graphic Novels: [Two Volumes] has a lot info on it. So when you check out this book you can get a lot of help. The book was compiled by the very famous author. The author makes some research ahead of write this book. This particular book very easy to read you can get the point easily after perusing this book.

Susannah Williams:

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