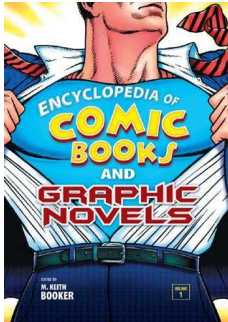
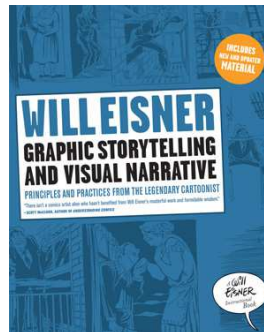


The comics medium: these are some basic titles that you can use as reference materials as well as introductory (and advance) readings about comics from varied perspectives: formal, historical, critical...



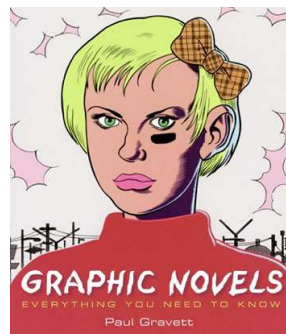
Booker, M. Keith. 2010. *Encyclopedia of comic books and graphic novels*. Santa Barbara, Calif.: Greenwood.



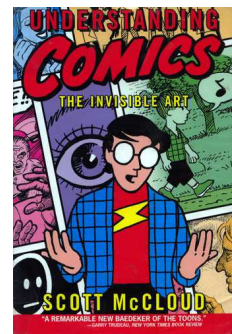
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Gravett, Paul. 2005. *Graphic novels: Stories to change your life*. London: Aurum.



McCloud, Scott. 1994. *Understanding comics*. New York, NY : HarperPerennial

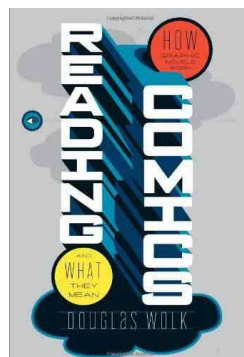


Sabin, Roger. 1996. *Comics, comix, and graphic novels*. London: Phaidon



Versaci, Rocco. 2007. *This book contains graphic language: Comics as literature*. New York: Continuum.

Wolk, Douglas. 2007. *Reading comics: How graphic novels work and what they mean*. New York, NY: Da Capo Press



To stay up-to-date:

DiamondBookShelf:

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

Graphic Novel Reporter:

<http://graphicnovelreporter.com/>

No Flying No Tights: <http://noflyingnotights.com/>

Paul Gravett: <http://www.paulgravett.com/>

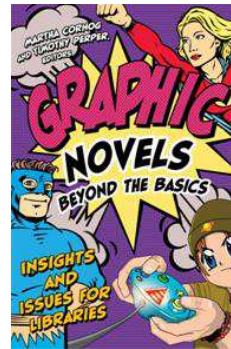
PW – The Beat: comicsbeat.com/

Library issues and selection tools: these titles focus on the intersection between libraries and comics.

They tend to combine selections of titles with articles that help to tackle basic issues related to collection management, organization, programming, censorship...

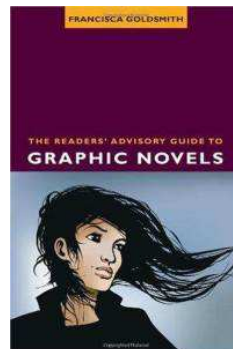


Brenner, Robin E. 2007. *Understanding manga and anime*. Westport, Conn.: Libraries Unlimited.

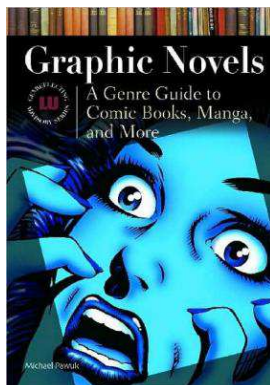


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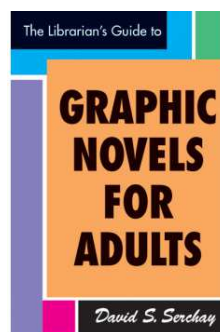
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Serchay, David S. 2008. *The librarian's guide to graphic novels for children and tweens*. New York: Neal-Schuman.

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