



Critical Survey of Graphic Novels: Heroes & Superheroes (Critical Survey (Salem Press)) - (2-Volume Set)

Bart H. Beaty, Stephen Weiner

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A 'first' in the field, this brand new Critical Survey series focuses on all aspects of the graphic novels format, aiming to establish it as an important academic discipline and research topic in libraries. Designed for academic institutions, high schools, and public libraries, the series provides unique insight into the stories and themes expressed in historic and current landscape of the graphic novel medium.

The first title in this series, Critical Survey of Graphic Novels: Heroes and Superheroes, provides in-depth insight into over 130 of the most popular and studied graphic novels. Researchers will be familiar with the characters and stories included in this collection, but will gain a deeper new understanding, as the literary nature of the stories is presented in critical format by leading writers in the field of study. Essays look beyond the 'pop culture' aspects of the medium to show the wide range of literary themes and artistic styles used to convey beliefs and conflicts, some harking back to ancient times. Today's graphic novels expose the vulnerabilities and character flaws that previous comic book stories glossed over or never covered. The impact of death becomes real, as popular heroes are killed, leaving an impact on the remaining characters. The theme of anti-hero runs deep as characters dismiss morality and engage in situations that are not heroic in nature. These concepts challenge the researcher to see beyond the panels of a comic book, showing readers how the themes of ancient literary tradition are still alive in the literature of graphic novels.

The essays are arranged alphabetically, and each essay is approximately 3 to 4 pages long. Essays begin with full ready reference top matter, including the title or subtitle, the primary author or authors, the illustrators who contributed to the work, the first serial and book publication, the publisher, the number of pages, the ISBN, the genre and/or subgenre and the work's intended age group.

Several helpful finding aids are located at the end of Volume two. Appendixes include a 'More Graphic Novels' list, a list of major awards, a comprehensive glossary, a timeline of important events, relevant electronic resources, and a general bibliography. Four complete indexes round out the set: Works by Publication Date, Works by Publisher, Works by Author/Artist, and a Subject Index.

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