#### WHY READ COMIC BOOKS?

## BECAUSE YOU WANT AND LIKE TO READ

EXCEPT FOR THAT
NIGGLING CONCERN AT THE BACK OF
YOUR MIND.

ARE COMICS GOOD ENOUGH?

# ARE THEY GOOD ENOUGH?



#### **CONSIDER THIS:**

A 1992 study of more than 200,000 students from 32 countries revealed that Finland was the nation with the highest proportion

- of comic book reading students (nearly 60%)
- also had the highest literacy rate (99%),
- as well as the highest library usage.

#### PEOPLE WHO READ, READ EVERYTHING

The extract below comes from the top 50 book sales list for France in 2002. We've listed the first 10 books



## COUNTRIES THAT READ LOTS OF GRAPHIC NOVELS, READ LOTS OF BOOKS IN GENERAL.

USA (population 300 million)

2005: 175 billion Rand spent on books of which 2.8 billion Rand spent on comics

Japan (population 120 million

2003: 132 billion Rand spent on books & magazines of which 33 billion Rand spent on comics

France (population 61 million)

2006: 58 billion Rand spent on books of which 3.8 billion Rand spent on comics

### A BRIEF OVERVIEW OF THE MERITS OF COMIC BOOKS



#### COMIC BOOKS ARE VISUAL

Pictures and text carry the story together.
The graphics make the characters and their world



recognisable and allow the reader to establish an intimate bond with the subject of the book.

"I like to read a book that has pictures so that I can have a clear understanding..." — S. Magayiyana

#### COMIC BOOKS ARE VISUAL: example

In order to graduate from the U.S. Military Academy at West Point, cadets... must study Marjane Satrapi's graphical novel "Persepolis," a coming-of-age tale set during the Iranian revolution. It's a wise choice ... because the ... frames of Satrapi's family saga will give



the cadets a better understanding of Iran than any academic text, newspaper report or strategy paper ever could.

"Persepolis" shows Iranians not as ... fanatics, but as individuals, - funny, ... and often fearful of the strange, powerful forces unfolding around them.

"Comics are particularly well suited to telling (my) story to a global audience: Images are an international language."

- M. Satrani

- M. Satrapi

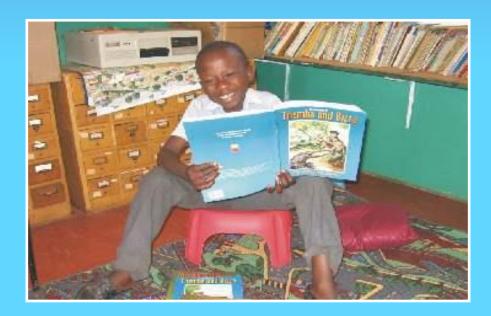
#### COMIC BOOKS INCREASE LEARNING

In a study comparing graphic novels to text, Sones (1944) found that comics' visual quality increases learning.

- Sones divided 400 sixth through ninth-grade students into two groups, balanced in terms of school grade and intelligence. The first group received a story in graphic novel format, with pictures and text; the second, only the text.
- Afterwards, each group was given a test on the content of the story.
- One week later, the process was reversed: the first group given the text version and the second group the graphic novels. Both groups were tested again.
- In the end, Sones concluded that "a strong trend in favour of the picture continuity was indicated by the two sets of results" (p.238).
- In the **first test**, the **first group scored significantly higher** that the second group. In the **second test**, the **second group showed** a significantly **higher improvement** that the first.
- Sones inferred from this that children in the first group had neared saturation after reading the graphic novels, so were unable to learn much more from text.
- Those in the second group did not reach saturation until after they had reread the material in graphic novel format.
- Sones noted that students of "low and middle intelligence levels" (p.239) were especially helped by the visual quality of graphic novels.

## GRAPHIC NOVELS ARE AN INNOVATIVE TOOL FOR LANGUAGE INSTRUCTION

The average graphic novel introduces children to nearly twice as many new words as the average children's book and more than five times as many as the average child-adult conversation.



(1993 study published in The Journal of Child Language)

# They are an excellent intermediate step to new or difficult subjects.



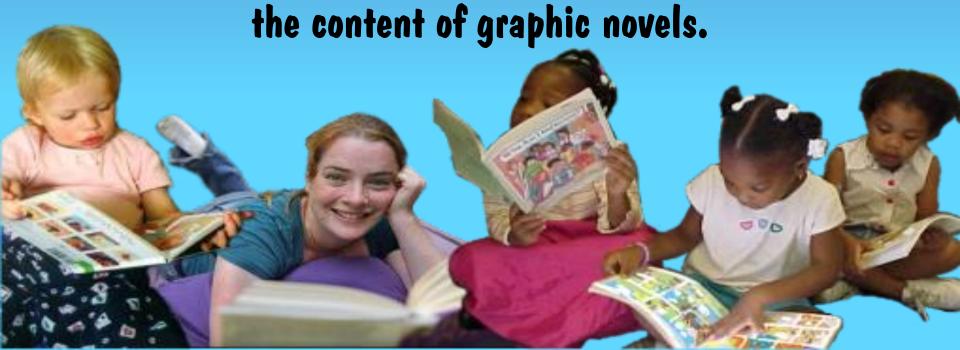
This French test requires the learner to answer questions based on the text and graphics of a comic page.

#### GRAPHIC NOVELS REFLECT POPULAR CULTURE

INCORPORATING POPULAR CULTURE
IN THE SCHOOL AND LIBRARY
HELPS BRIDGE THE SEPARATION
CHILDREN FEEL BETWEEN LIFE
IN AND OUT OF THE SCHOOL OR LIBRARY.

#### GRAPHIC NOVELS ARE PERMANENT

Many visual media such as film and animation, dictate the pace of the viewing.
Graphic novels have a permanent nature, allowing the reader to set the pace.
This allows readers of all aptitudes to absorb



#### GRAPHIC NOVELS MOTIVATE

For all these reasons, children have a natural attraction to graphic novels.

As a result, projects built around graphic novels often receive more attention, enthusiasm, participation, interest.

# IF GRAPHIC NOVELS CAN INSPIRE A JOY OF READING, THEN THEY CAN STIR THE NEW READER TO DISCOVER BOOKS PAINTED WITH WORDS AS WELL, AND TO ENJOY THEM ALL.

#### in the words of a small graphic novel fan...

Delone J I Love your books your Pictules are amazing ewy time I go to the 1-brary I fick your amazing books you books aire my favorate books in th whole university and I sew the cool I can wait to see your nev books from the one and tionly. Thereba and bizza fan Wandisile and I have your book Sted! to day

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