



Developing and Promoting Graphic Novel Collections (Teens @ the Library)

Steve Miller

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Yesterday's comic book has evolved into today's graphic novel. Richer storylines and artwork can entice "reluctant readers" into the reading habit. Here is a comprehensive overview of graphic novels and their use as reader development tools. Miller explores the evolution, categories, and genres of graphic novels; he then addresses the nitty-gritty details of collection development, acquisition, cataloging, and maintenance for this unique format. A special section shows how to promote graphic novels (including display and programming ideas). Especially valuable is a carefully crafted annotated list of core titles. This exciting new addition to the teens@thelibrary series is the perfect guide for using one of today's most popular genres to draw teens into the library.

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