
This guide contains a vast amount of information about graphic novels for Children and Tweens. It starts with a history of comics, and then follows their development through to the graphic novel format. Contained within are the types of graphic novels, the genres (i.e. superheroes), information about Manga, and other foreign comics. The author then goes on to give the Librarian a ready-made justification for having this format in their collection, and how to create programs with, and using, the new books. There is information on collection management and promotion, as well as a section on how to deal with potential problems arising from having Graphic novels in the Library, such as addressing the common misconception that graphic novels are comic books with no academic value.

This guide would be useful to a Librarian giving a workshop or seminar on the history of graphic novels. There is much information on the background of the format, and the collection management of it, but it is lacking in the most important area: programming. Although it has a short chapter on programming or use in the classroom, this could be expanded to be more useful to the average Librarian who does not have time to read a whole book to create a program. There are mentions of various things you can do, such as having a comic book convention, but the inclusion of a few sample programs laid out in full, even as a photocopy-ready appendix, would be a great time-saver. This is definitely a guide aimed at the collection management area or history of the format, and one cannot expect it to encompass everything! However, those Librarians looking to grab it to mine program ideas will likely be quite disappointed.

There are many excellent resources in this book, such as an annotated booklist of age appropriate graphic novels and a further reading section. In comparison to other books of this kind, such as Micheal Pawuk's **Graphic Novels: A Genre Guide to Comic Books, Manga, and More,** this book is lacking in visual appeal, having few illustrations, and no examples of actual graphic novel text. For example, Pawuk explains the importance of the graphic novel to the library in his book -- in a cartoon. On the other hand, this book provides what Pawuk's book lacks, in that it has an overview and history of the genre. In short, this is a good, solid reference book that should be included in any professional collection, but not as the sole resource on the graphic novel format.

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