2016 Report to COO
Graphic Novels & Comics in Libraries Member Initiative Group

MIG Charge:
To provide a method for engagement and networking among ALA members interested in comic books and graphic novels. To collaborate with ALA units to support the inclusion of comic books and graphic novels in library initiatives and programs across the Association. To advocate for wider incorporation and acceptance by the profession and the Association for comic books and graphic novels in library services, programming, and collections. This group is open to all members, and encourages participation from members from all library types and members who serve various library user demographics

MIG Conveners – Robin Brenner, Toby Greenwalt, David Lisa, Mike Pawuk, Eva Volin
Staff Liaison – Tina Coleman

Accomplishments:
2016 Midwinter:
- The MIG held a business meeting on Sunday during which programs were proposed for ALA Annual in Orlando, recruiting judges for the Will Eisner Graphic Novel Grants, and virtual MIG membership were discussed
- Because of the expense of travel and the limited potential for audience participation, the MIG decided to forgo future programming at Midwinter Conferences and instead focus on programming at Annual Conferences.

2016 Annual:
- The MIG sponsored GraphiCon16, our annual “Comic-Con within a Con,” four panels, and one 4-hour Discussion Forum during ALA Annual:
  - GraphiCon Discussion Forum: Fandom: All Access for Comics
    - The Rise of Fandom in Libraries
    - Fandom: Training Ground for the Next Generation of Comics Creators
    - Fandom and Inclusivity – Shining Examples and Blind Spots
  - Welcome to Valhalla
  - Best/Worst Comics and Manga for Grown-Ups
  - Making Graphic Novels for Fun and Profit
  - The Will Eisner Graphic Novels Grants: How to Submit a Winning Proposal
- The MIG supported several panels sponsored by other organizations by acting as moderator and/or panelist
- The MIG continued its partnership with the Games and Gaming Round Table in the production of the ALAPlay event
- Staff liaison Tina Coleman acted as the point person for GraphiCon, which included both the Graphic Novels and Gaming Stage and Artists Alley, located in the exhibit hall

Additional Activities:
- Helped find jurors for the Will Eisner Graphic Novel Innovation Grant and the Will Eisner Graphic Novel Award for Libraries
- New York Comic Con 2015 – October 8 – 1, 2015:
  - Presented four Professional Day panels
    - Geeks in the Stacks: Engaging Your Library Community with Pop Culture
    - Breaking Badges: Gamification at the Bucks County Library System
    - Disabled or Mislabeled?: Graphic Novels and Comics About Disabilities
    - We Need More Diverse Comics
Hosted ilovelibraries.org booth (with participation from NYLA, Urban Libraries Unite, and Brooklyn Public Library)

Hosted a Networking Session for librarians at NYCC

C2E2 2015 – March 18 – 20, 2016

Presented three Professional Day panels

- Designing for the Geek Community - Reinventing Library Services to meet the needs of Geeks in Chicago
- Demystifying Digital Collections – Current trends and challenges of digital graphic novel collections
- Comics Collection Quandaries In Libraries

Hosted ilovelibraries.org booth (with participation from Chicago Public Library and RAILS)

Hosted Networking Session for librarians at C2E2

Supplied materials and marketing support for libraries and librarians participating in Denver Comic Con, including working with the DCC organizers to increase the size of the Library Booth – June 17 – 19, 2016

San Diego Comic Con 2016 – July 21 – 24, 2016:

- Worked with San Diego Comic Con and SDPL to build programming for librarian side of their new “Comics Conference for Educators and Librarians” (http://comics4schoolsandlibraries.bpt.me/)
- Supplied ALA materials for SDPL booth onsite at SDCC

Planned Activities:

- Hold annual business meeting at ALA Midwinter in Atlanta
- Continue to develop and present Best/Worst Comics and Manga panels annually at ALA Annual Conferences; Best/Worst Superhero Comics has been proposed for 2017 ALA Annual in Chicago
- Continue to sponsor GraphiCon at future ALA Annual Conferences
- Continue to work with the Will and Ann Eisner Family Foundation to promote and support the Will Eisner Graphic Novel Grants for Libraries