



Graphic Novels, Manga, and Anime: What's New and Cool for Your Library  
ALA's Annual Conference, June 2006  
**Why have graphic novels in your library?**



- ✓ Graphic novels offer fast-paced action, conflict, and heroic endeavors.
- ✓ Visual Learners are able to connect with graphic novels in a way that they cannot with text-only books.
- ✓ Graphic novels help young readers develop strong language arts skills including reading comprehension and vocabulary development.
- ✓ Graphic novels often address current, relevant, often complex social issues such as nonconformity and prejudice in addition to themes that are important to young adults including coming of age, social injustice, personal triumph over adversity, and personal growth.
- ✓ Graphic novels often stimulate readers to explore other genres of literature including fantasy, science fiction, historical fiction, and realistic fiction as well as non-fiction and mythology.
- ✓ Many fans of graphic novels become avid book readers.
- ✓ Graphic novels are good for the young person who reads English as a second language or who reads on a lower reading level than his or her peers because the simple sentences and visual clues allow the reader to comprehend some, if not all, of the story.
- ✓ Most importantly, graphic novels are fun and teens, preteens, and children enjoy reading them!

From *Getting Graphic!: Using Graphic Novels to Promote Literacy for Preteens and Teens* by Michele Gorman

