Comic Book Guy in the Classroom: The Educational Power and Potential of Graphic Storytelling in Library Instruction

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Abstract
Whereas comics and graphic novels were once derided as “debased” texts unworthy of consideration in the academic classroom, they have recently gained more acceptance as valid educational resources. In fact, graphic narratives have a long history of success in terms of instruction and engagement, stretching back millennia. Comics can be very effective in academic settings, especially in library instruction, due to their engaging and participatory nature, as well as their ability to model behaviors and embed lessons within a greater narrative. Many college and university instructors already utilize comics in their classrooms in a variety of manners, from examining existing comics as historical artifacts to intentionally creating comics for instructional purposes and even allowing students to produce their own comics.

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References


Whereas comics and graphic novels were once derided as “debased” texts unworthy of consideration in the academic classroom, they have recently gained more acceptance as valid educational resources. In fact, graphic narratives have a long history of success in terms of instruction and engagement, stretching back millennia. Comics can be very effective in academic settings, especially in library instruction, due to their engaging and participatory nature, as well as their ability to model behaviors and embed lessons within a greater narrative. Are comic books an effective way to engage nonmajors in learning and appreciating science? CBE Life Sciences Education, 10(3), 309–317. http://dx.doi.org/10.1187/cbe.10-07-0090.

Jacobs, D. (2007). Graphic novels and comics can be an innovative way to bring visual culture into the classroom. They can spark a wide range of interdisciplinary discussions and focus students on a variety of topics, ranging from war to fantasy to memory and childhood. Comics and graphic novels are tools to help teachers reach reluctant students and learn about youth culture outside of the classroom. Using student generated comic books in the classroom. Journal of Adolescent and Adult Literacy, 45(6), 578-767. Pekar, H., Roberson, H., & Piskor, E. (2007). Comic Book Guy in the Classroom: The Educational Power and Potential of Graphic Storytelling in Library Instruction. Matt Upson, C. Michael Hall. Keywords: library instruction, comics. Comics can be very effective in academic settings, especially in library instruction, due to their engaging and participatory nature, as well as their ability to model behaviors and embed lessons within a greater narrative. Many college and university instructors already utilize comics in their classrooms in a variety of manners, from examining


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Thinking comics as historical artifacts to intentionally creating comics for instructional purposes and even allowing students to produce their own comics.