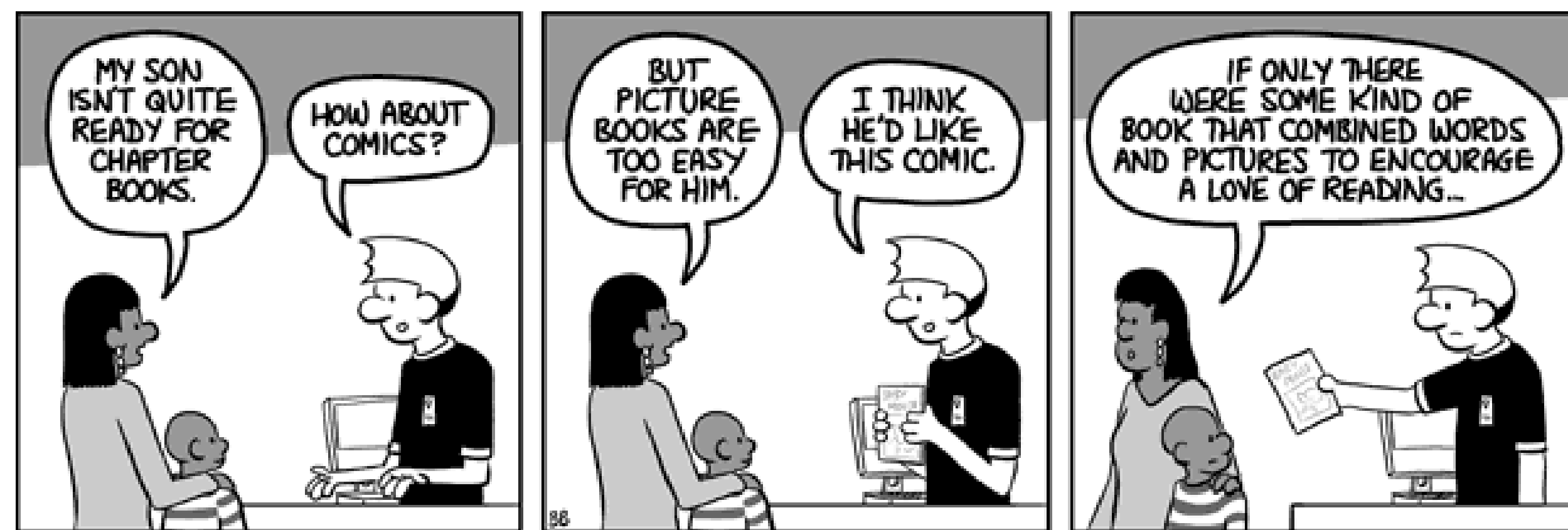


Comics in Libraries: Promoting Multiple Literacies in the 21st Century

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Literacy in the 21st Century



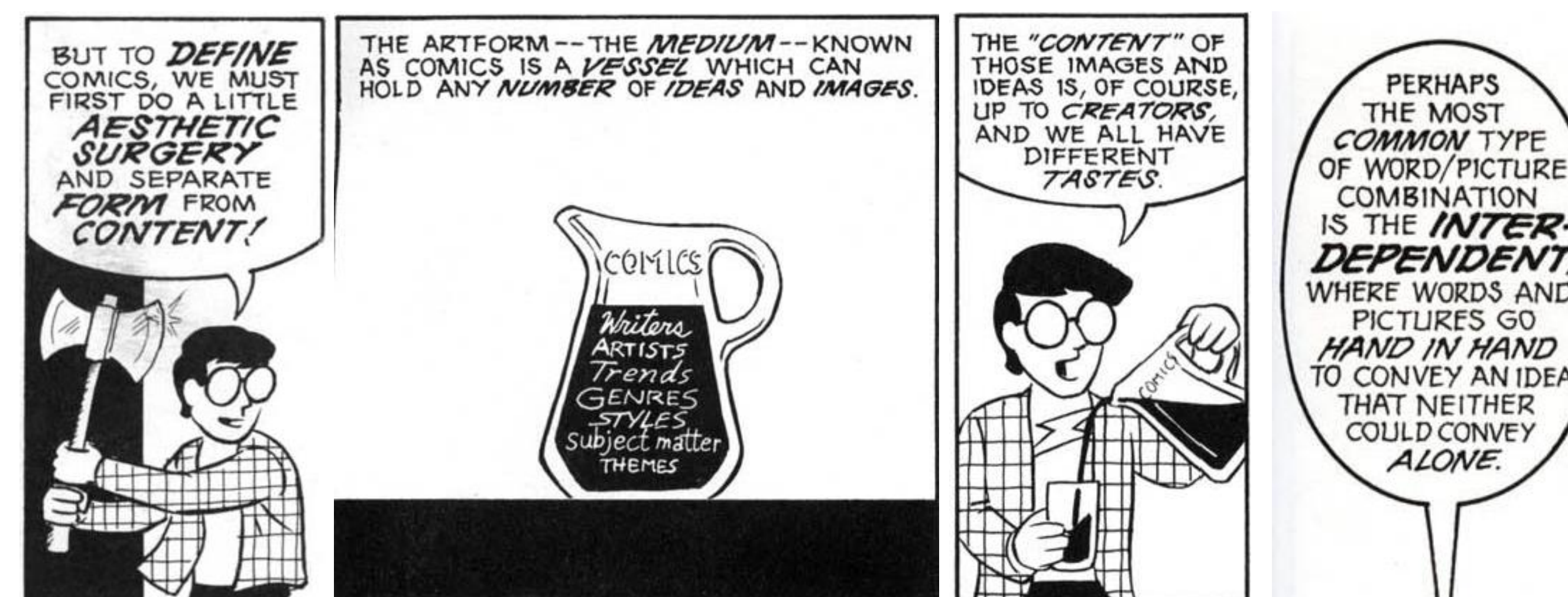
- 21st century literacy goes beyond words and print to include multiple literacies
- Multiple literacies: words, images, audio, multimedia
- Competency means analyzing, understanding, and critiquing multiple forms of information simultaneously
- Multimedia messages are everywhere, and literacy promotion should include teaching critical analysis of these messages and all of their components
- Expose students to multimodal texts which require active participation and contain multiple modes of information and meaning-making

Comics as Multimodal Texts

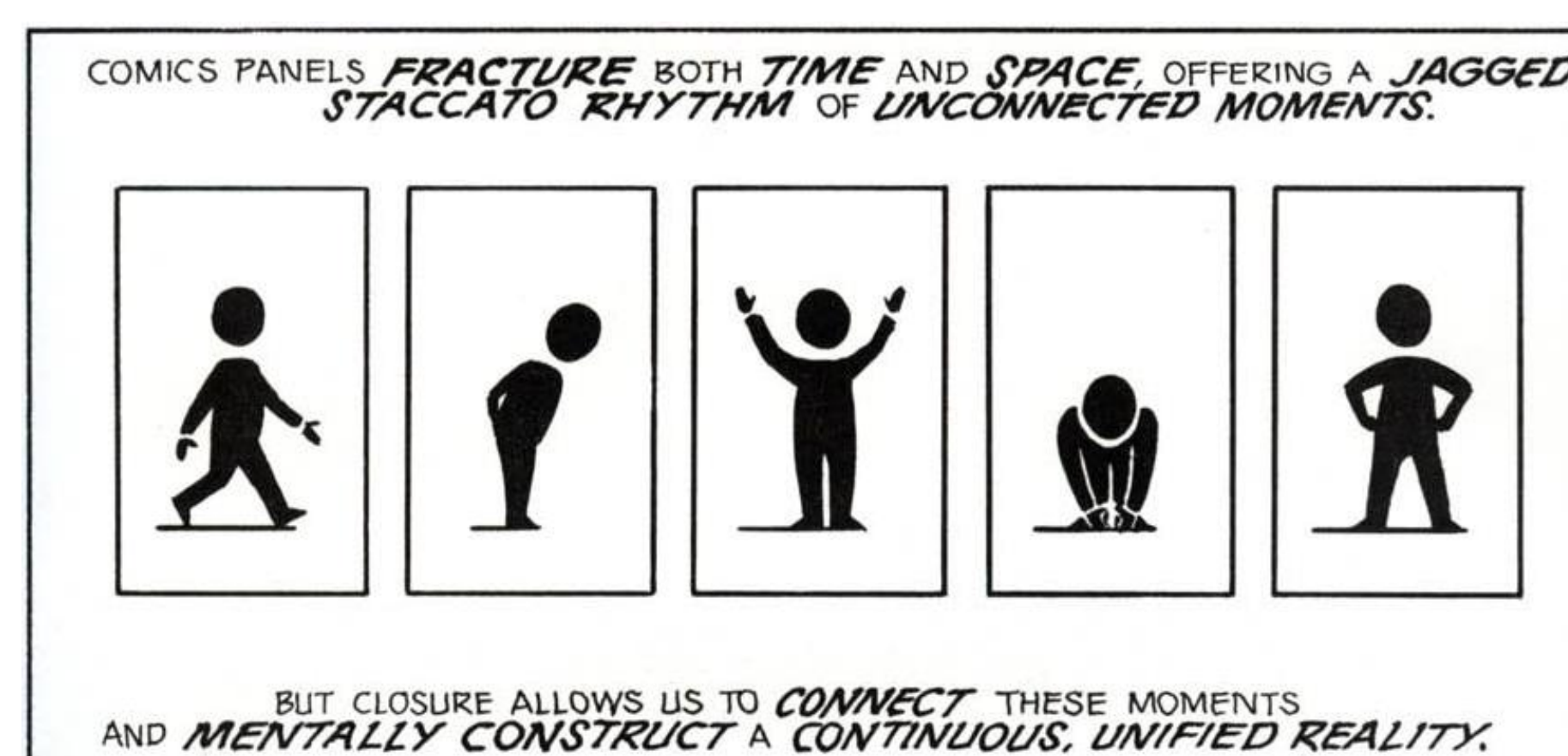
Scott McCloud defines comics as:



Many see comics as “storybooks with pictures” and stepping stones to reading “good” books



Reader needs all elements to make meaning and simultaneously negotiates text, image, panel size/structure, gutter space, and word/thought balloons, navigating the entire page layout at once



Gutter spaces require reader engagement

What Can Libraries Do?

- Include comics in collection development policies and strive to keep that collection as complete and up-to-date as others
- Educate staff about comics and literacy education and encourage them to bring comics into the library's day-to-day business
- Research and purchase comics for all age groups and suggest them when doing readers' advisory
- Incorporate comics into existing library culture through displays and programs
- Initiate new programs and events
 - Comics Week at the Library
 - Comics Discussion Group
 - Comics Creation Program

