

Book Resources for graphic novel collections*

- *Developing and Promoting Graphic Novel Collections*
by Steve Miller , 2005

- *Understanding Manga and Anime*
by Robin E. Brenner, 2007

- *Understanding Comics: The Invisible Art*
by Scott McCloud, 1993

- *Graphic Novels: A bibliographic guide to book-length comics*
by D. Aviva Rothschild, 1995

- *Graphic Novels 101: Selecting and using graphic novels to promote literacy for children and young adults; A Resource Guide for School Librarians and Educators*
by Philip Charles Crawford, 2003



- *Getting Graphic! Using Graphic Novels to Promote Literacy with Preteens and Teens*
by Michele Gorman , 2003

- *The 101 Best Graphic Novels*
by Stephen Weiner, 2001 and 2005 (updated edition)

- *Graphic Novels in Your Media Center: a definitive guide*
by Allyson A.W. Lyga, 2004

- *Graphic Novels Now: Building, Managing, and Marketing a Dynamic Collection*
by Francisca Goldsmith, 2005

- *Graphic Novels: Everything you need to know*
by Paul Gravett, 2005

- *Graphic Novels: A genre guide to comic books, manga, and more*
by Michael Pawuk, 2006



* There may be many more books out there that are not included on this list, but these are titles that are either in our collection or have been recommended by others in the field.