

Justice League vs. Super Censor **Bibliography / Webliography**

Journal articles, books, and web sites are useful for understanding the comic and graphic novel genre, the cultural influence of graphic novels, and the significance of sequential art. They contain information about the history of these art forms, explain their appeal to young people, and discuss how graphic novels and comics foster young peoples' desire to read. This information can be used to provide positive points to discuss, when facing challenges to the graphic novel and comic genre.

The bibliography was created for *Justice League vs. SuperCensor*, a program co-presented by Children and Teen Services (CATS) and the Intellectual Freedom Committee (IFC) at the Oklahoma Library Association Annual Meeting in April 2005. Susan Sanders, Reference Librarian at the University of Oklahoma Health Sciences Center, Oklahoma City, compiled the bibliography.

Journal Articles:

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Books:

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Gorman, M. (2003). *Getting graphic! Using graphic novels to promote literacy with preteens and teens*. (1st ed.). Worthington, OH: Linworth Publishing.

Horn, R. E. (1998). *Visual language: Global communication for the 21st century*. Bainbridge Island, WA: MacroVU Publishing.

Inge, T. M. (1990). *Comics as culture*. Jackson: University of Mississippi Press.

Klock, G. (2002). *How to read superhero comics, and why*. New York: Continuum International Publishing Group.

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Sabin, R. (2001). *Comics, comix, and graphic novels: A history of comic art*. United Kingdom: Phaidon Press, Ltd.

Web Sites:

Graphic novels. Brodart.

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Christoffersen, S. Retrieved March 26, 2005.

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Comic books for young adults: A guide for librarians. Lavin, M. R. Retrieved March 26, 2005.

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International Visual Literacy Association. Visual literacy is a person's ability to discriminate and evaluate symbols and images. In that respect, the art and text of graphic novels and comics co-exist, and inspire people to communicate about their culture. Retrieved March 26, 2005.

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Comics for development communication. Noronha, F. Local stories, local activists, and artists use comics to make sense in getting information across to people, and in this way engage them in community and organizational development. Retrieved March 26, 2005.

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<http://my.voyager.net/~sraiteri/comicslinks.htm>

Not-for-Profit Comic Associations on the Web:

The International Comic Arts Association. ICAA is a trade organization comprised of comic retailers, artists, writers, professionals, fans and collectors. The association helps support, promote, and strengthen the comic industry, its products, and professionals, while actively promoting the comic arts in education, literacy, and encouraging children to read.

<http://www.comicarts.org/index.php>

ACTOR (A Commitment to Our Roots) raises money to provide financial assistance to comic industry veterans. To be eligible for financial assistance from ACTOR, an applicant must meet its criteria of working in the industry for at least ten years prior to January 1, 1934.

<http://www.actorcomicfund.org/>

Friends of Lulu is a national nonprofit organization to promote and encourage female readership and participation in the comic book industry. At this site, you will find links to female-oriented sites about comic books, and links to other women's organizations such as the International Women's Writing Guild.

<http://www.friends-lulu.org/>

MoCCA (Museum of Comic and Cartoon Art), located in New York City, strives to educate the public about the craft of comic and cartoon art, and its reflection of history. The current exhibit features comic art inspired by New York City in various genres: comic books, animations, political cartoons, comic strips, underground comix, superheroes, and more.

<http://www.mocccany.org/>

The Cartoon Art Museum of San Francisco preserves, documents, and exhibits the comic art form. It houses 6,000 original pieces of comic art in its permanent collection, hosts exhibits and supports traveling exhibits, and has a classroom for cartoon art.
<http://www.cartoonart.org/>

Comic Book Legal Defense Fund was founded in 1986 as a 501 (c) 3 non-profit organization dedicated to the preservation of First Amendment rights for members of the comics community. Donations and inquiries should be directed to the Comic Book Legal Defense Fund at P.O. Box 693, Northampton, MA 01061.
<http://www.cbldf.org/>

Radio Broadcasts:

January 8, 2005. Jacki Lyden converses with graphic novelist Derek Kirk Kim about his art.
<http://www.npr.org/templates/story/story.php?storyId=4271874>

January 31, 2005. Neal Conan discusses the growing influence of Japanese culture in America with guests Peter Carey, author of *Wrong About Japan : A Father's Journey with His Son* (Knopf, 2005), Calvin Reid, comics editor for *Publisher's Weekly*, and Elizabeth Kawasaki, managing editor at *Viz*, a publisher of Japanese manga.
<http://www.npr.org/templates/story/story.php?storyId=4472410>