

SUMMER/FALL 2020



DEAR READER,

I read a graphic novel for the first time as a teenager.

And I loved it.

When I was young, I read (and my parents read with me) all kinds of picture books. But as I got older, art started disappearing from the pages of the stories that I read. Pictures, it seemed, were only meant for books for very small children (or possibly for scientific diagrams about how cells or engines work). So I read books that were composed solely of words instead. And I had grand adventures, traveled to far-off (and sometimes imaginary) places, learned things about the world, and made new (also sometimes imaginary) friends.

At Random House Graphic, our mission is to bring the kinds of stories that I read when I was young to the graphic novel form. Every kid and teen should have stories with both words and pictures to read throughout childhood—graphic novels that will find a permanent place in their hearts and minds.

We are committed to championing the creativity of our authors, because we believe in the power of graphic storytelling—and the central place of visual literature in today's world. Our dedicated team of comic lovers guarantees that our graphic novels will combine wonderful writing, amazing art, and high production quality to make truly unforgettable stories across all interests and genres.

Our goal? To put a graphic novel on every bookshelf. We think that there should be a comic for everyone, and we want to make that happen.

I'm so excited for you to learn about our imprint, explore our wonderful upcoming books and authors, and find resources to kick-start your own love of graphic novels!

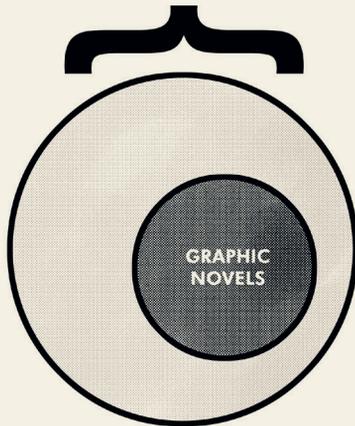


Gina Gagliano
Publishing Director

WHAT IS A GRAPHIC NOVEL?

graphic novel n. [[see COMIC]] **1:** a book-length work in comics form; can be fiction or nonfiction; can be any genre; must be long enough to have a spine **2:** one of the coolest ways to read **3:** what you'll be seeing coming from Random House Graphic

COMICS



comic n. 1: a storytelling format marked by elements of panels, word balloons, text boxes; mostly sequential **2:** a medium or format, not a genre **3:** examples include newspaper comic strips, political cartoons, gag comics, pamphlet comics [[see SUPERHEROES]], mini-comics [[see ZINES]], graphic novels [[see THE FORMAT THAT KIDS AND TEENS ARE FALLING IN LOVE WITH ALL ACROSS AMERICA BECAUSE THEY'RE AMAZING]]



Art © 2020 by Karensac

Panel: A single drawing (often contained within a border, often rectangular) that consists of one moment of a comics story.

Gutter: The space between comics panels; the gutter indicates a transition between two moments of the story.

Word balloon/speech balloon: Comic characters' dialogue is shown in a word balloon, often oval, with a tail that points at the speaking character's mouth.

Thought bubble: Comic characters' thoughts are shown in a thought bubble, often cloud-shaped, with small cloud puffs that form a trail between the bubble and the character's head.

Text box: Narration, especially narration not done by a character present in the panel, and captions in a comic are often depicted in a box.

Sound effect: Non-speech sounds (e.g., Crash!) in comics are frequently incorporated into the artwork rather than being depicted in balloons or boxes.

Emanata: Symbolic icons used in comics to indicate specific emotions, moods, or movement. Examples include speed lines (indicating motion), sweat drops (indicating fear, stress, or surprise), stars (indicating injury), and lots more.

GRAPHIC NOVELS : AN AMERICAN HISTORY

1985

2020

1895—The first comic strip was published in newspapers.

1933—The first pamphlet comic was published.

1938–39—Superman and Batman first come into existence.

1954—The Comics Code Authority is established, restricting publishers' and authors' creative freedom.

1965—Manga is first published in the United States.

1978—Will Eisner coins the term “graphic novel.”

1992—Art Spiegelman's *Maus* wins a Pulitzer Prize.

2005—General trade book publishers begin to establish dedicated graphic novel imprints.

2005—YALSA founds the Great Graphic Novels for Teens list.

2007—A graphic novel wins the Michael L. Printz Award for the first time—Gene Luen Yang's *American Born Chinese*.

2013—Alison Bechdel's *Fun Home* becomes a musical.

2016—A graphic novel wins the National Book Award for the first time—Congressman John Lewis, Andrew Aydin, and Nate Powell's *March*.

2020—Random House Graphic debuts its first list.

**TODAYS
GRAPHIC
NOVELS
ARE**



- For kids and teens of every age
- Award winners and bestsellers
- Published in every genre
- Featured in libraries all over the country
- Sold in bookstores and comics stores all over the country
- Taught in schools from elementary to college
- Adapted into award-winning movies
- One of kids' favorite ways to read

AND
CHOOSE

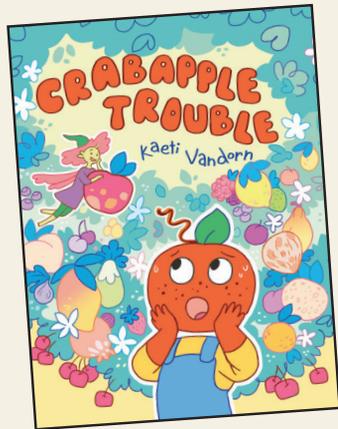
HOW TO READ A GRAPHIC NOVEL

- 1. START AT THE BEGINNING. OPEN THE BOOK. GET EXCITED. THIS WILL BE FUN.**
- 2. READ LEFT TO RIGHT AND TOP TO BOTTOM. START WITH THE FIRST PANEL IN THE TOP LEFT CORNER AND READ ACROSS FROM THERE.**
- 3. TAKE YOUR TIME. GRAPHIC NOVELS HAVE FEWER WORDS ON A PAGE THAN PROSE NOVELS—BUT RESIST THE TEMPTATION TO RUSH.**
- 4. WORDS AND ART ARE IMPORTANT IN A GRAPHIC NOVEL! BOTH THE ART AND THE DIALOGUE HAVE A PART TO PLAY IN THE STORY.**
- 5. EVERY ELEMENT IS INTENTIONAL. CHECK OUT THE FONTS, BACKGROUNDS, CHARACTER EXPRESSIONS, AND BODY LANGUAGE. IT ALL CONTRIBUTES TO THE STORY.**
- 6. GRAPHIC NOVELS ARE CREATED BY A WIDE VARIETY OF AUTHORS, IN A WIDE VARIETY OF STYLES AND GENRES, AND ON A RANGE OF SUBJECTS. NO MATTER WHAT KINDS OF BOOKS ARE YOUR FAVORITE, YOU CAN FIND GRAPHIC NOVELS TO LOVE.**
- 7. HOW DO YOU PICK? TO FIND GRAPHIC NOVELS THAT APPEAL TO YOU, CHECK OUT AWARDS AND BESTSELLER LISTS, AND ASK FRIENDS WHOSE TASTE IN BOOKS YOU SHARE.**
- 8. START SIMPLE. FIRST, PRACTICE COMICS READING SKILLS WITH KIDS' AND YA GRAPHIC NOVELS. MOVE ON TO MANGA (RIGHT TO LEFT) AND EXPERIMENTAL LITERARY COMICS (NO PANELS! STREAM-OF-CONSCIOUSNESS STORYTELLING! AND MORE!) ONCE YOU FEEL CONFIDENT.**
- 9. CHALLENGE YOURSELF! TRY READING ONE GRAPHIC NOVEL EACH MONTH.**
- 10. PICK UP A NEW GRAPHIC NOVEL AND START OVER AT #1.**

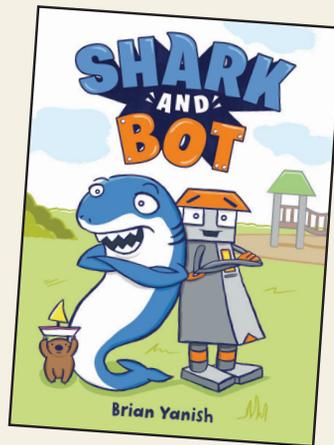
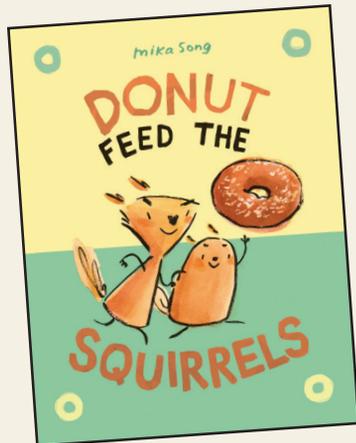
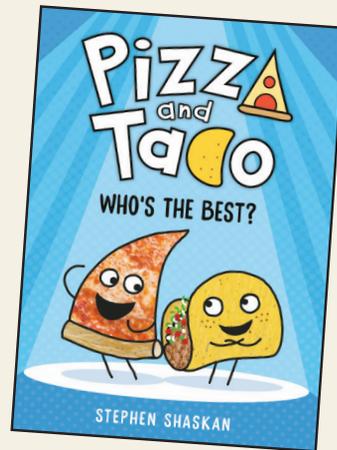


CHAPTER BOOKS

INTRODUCE YOUNG READERS TO GRAPHIC NOVELS
WITH THESE GREAT STORIES!



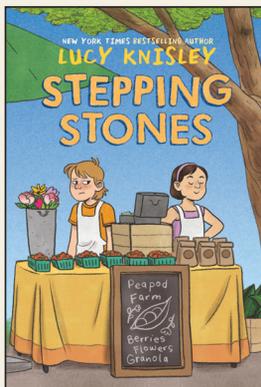
PERFECT FOR
AGES 5+



AWESOME COMICS FOR AWESOME KIDS!

ADVENTURE, FANTASY, SLICE-OF-LIFE, AND MORE FOR MIDDLE-GRADE READERS!

SUMMER



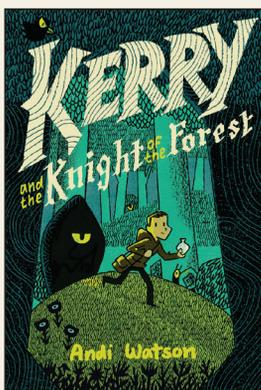
STEPPING STONES
BY LUCY KNISLEY



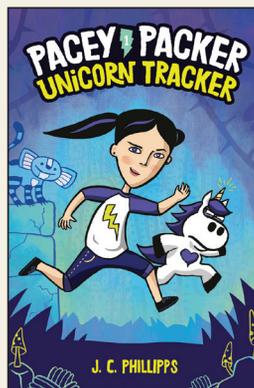
ONCE UPON A SPACE-TIME!
BY JEFFREY BROWN



DOODLEVILLE
BY CHAD SELL



KERRY AND THE KNIGHT OF THE FOREST
BY ANDI WATSON



PACEY PACKER: UNICORN TRACKER
BY J. C. PHILLIPPS



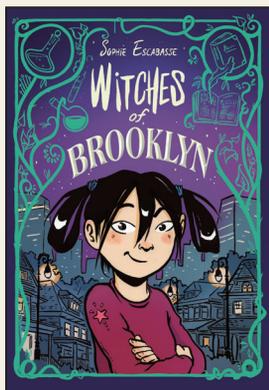
Art (clockwise) © 2020 by Chad Sell; © 2020 by Lucy Knisley; © 2020 by Andi Watson; border art © 2020 by Lucy Knisley



ADVENTURE, FANTASY, SLICE-OF-LIFE, AND MORE FOR MIDDLE-GRADE READERS!



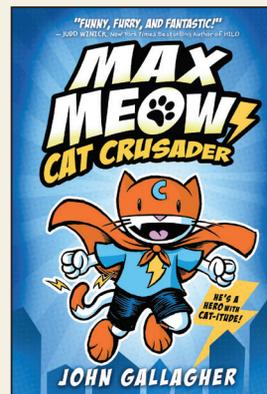
FALL



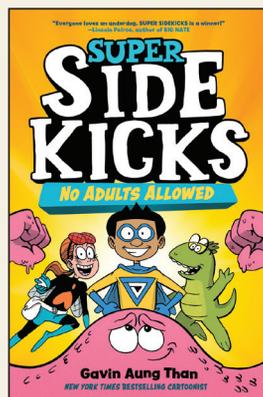
WITCHES OF BROOKLYN
BY SOPHIE ESCABASSE



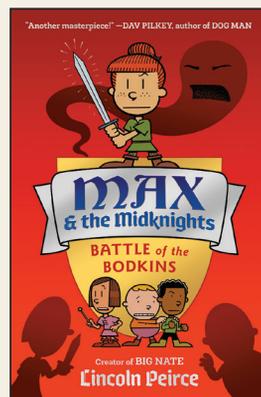
SÉANCE TEA PARTY
BY REIMENA YEE



MAX MEOW: CAT CRUSADER
BY JOHN GALLAGHER



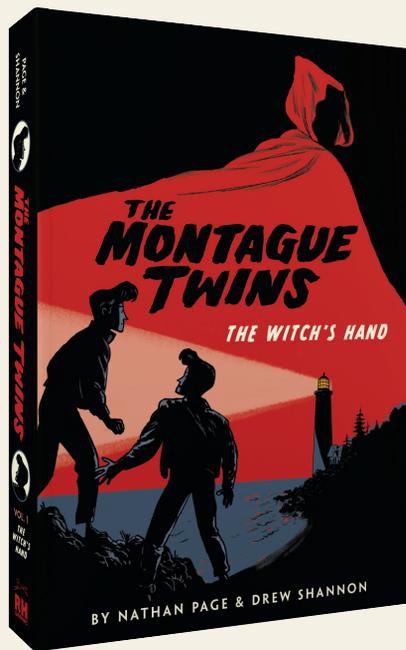
SUPER SIDEKICKS
BY GAVIN AUNG THAN



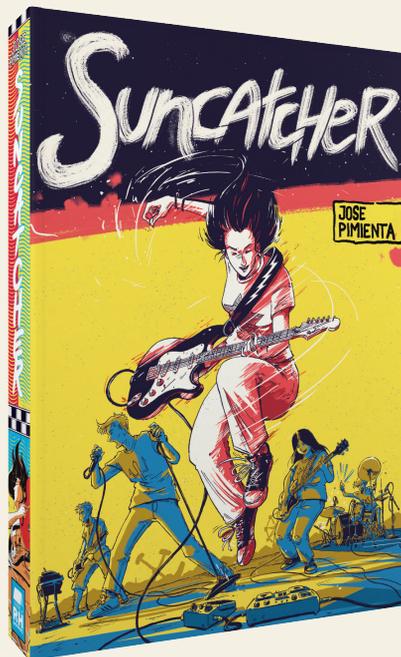
**MAX AND THE MIDNIGHTS:
BATTLE OF THE BODKINS**
BY LINCOLN PEIRCE



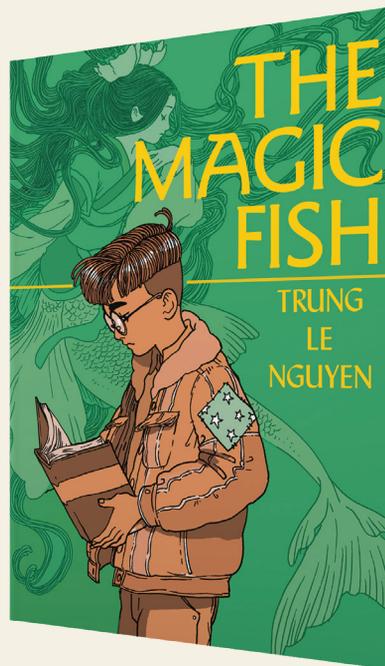
YOUNG ADULT COMPLEX AND BEAUTIFUL STORIES FOR EVERY YA FAN



THE MONTAGUE TWINS: THE WITCH'S HAND
BY NATHAN PAGE AND DREW SHANNON
Mystery and supernatural!

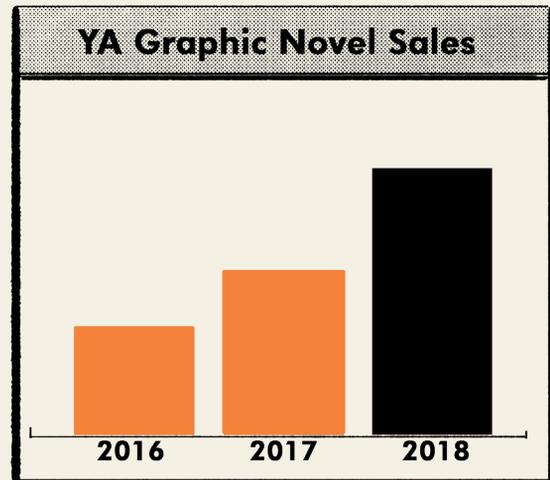
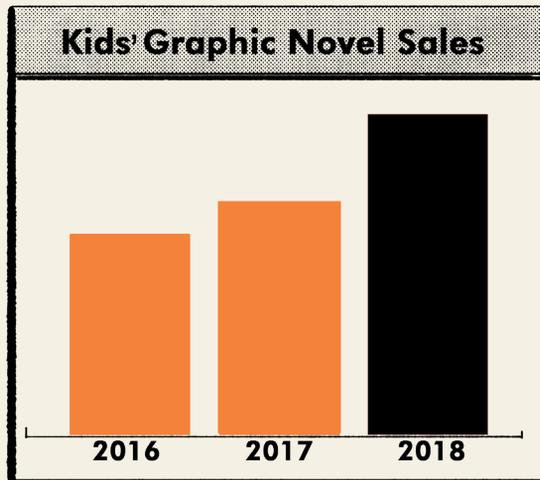


SUNCATCHER
BY JOSE PIMENTAL
Mexicali and magic!



THE MAGIC FISH
BY TRUNG LE NGUYEN
LGBTQ and fairy tales!

KIDS' AND YA GRAPHIC NOVELS ARE IN A TIME OF UNPRECEDENTED GROWTH.



**MORE GRAPHIC NOVELS
ARE BEING PUBLISHED—
AND MORE KIDS AND TEENAGERS
ARE READING THEM.**



"GRAPHIC NOVELS ARE TEACHING TOOLS FOR THE TWENTY-FIRST CENTURY."

—WE ARE TEACHERS



KIDS WHO LOVE GRAPHIC NOVELS LOVE TO READ.

The bottom line is that graphic novels are fun for kids to read. Whether or not children are drawn to books, the combination of words and pictures speaks to kids who love art, who are visual learners, who like cartoons and video games, and who like engaging with pop culture. There's a great graphic novel for every kid—from the most voracious reader to the most reluctant.

Graphic novels turn reluctant readers into excited readers and provide an immersive literary landscape for advanced readers. For many kids' graphic novels are a first step in building a lifelong love of reading.

Visual literacy—reading words and images together—is increasingly needed to navigate everyday life. Reading graphic novels is an amazing way to develop visual literacy skills. Because graphic novels are static, readers can navigate at their own pace, taking time to reread and think about elements like symbolism, metaphor, and implied meanings. Being thoughtful about the words and images around us is a skill that's necessary in our very visual world.

"The past decade has seen the dawn of a new golden age for comics and graphic novels for kids."

—*Publishers Weekly*

"[Graphic novels] have moved from the fringes of English or reading classrooms, where they once were reserved for struggling or reluctant readers, to the forefront of instructional materials."

—*NEA Today*

"These books, which look like comics on steroids, seem to have near miraculous properties. They attract reluctant readers and bookworms. They lure teen boys, while retaining the qualities beloved by teen girls. They work for ESL students, teach visual literacy and sequencing, and, above all else, they are wildly popular with an adolescent audience."

—*The ALAN Review*

"Sequential art (the form of expression that fills graphic novels) is a form with something to teach us. The graphic novel is no longer just a format suitable to learn about. It is also starting to be used as a tool to educate. Beyond simply learning about the production and history of the format, the content and the way it is conveyed are becoming part of curricular infrastructure."

—*American Libraries*

"From verbal and visual literacy to critical thinking and memory, comics are a great tool to give young readers a head start."

—*The Comic Book Legal Defense Fund*

"We now know that comics—the marriage of word and picture in a dynamic relationship that fires synapses across the brain—can be a bridge to literacy and a path to learning."

—*The Washington Post*



HOW TO CONVINCe YOUR (RELUCTANT) FRIENDS THAT GRAPHIC NOVELS ARE AWESOME!

- 1.** THERE'S A GRAPHIC NOVEL FOR EVERYONE! RECOMMEND SCIENCE GRAPHIC NOVELS TO YOUR FRIENDS WHO LOVE STRING THEORY, FANTASY GRAPHIC NOVELS TO FRIENDS WHO ENJOY EXPLORING NEW WORLDS, AND MEMOIR GRAPHIC NOVELS TO . . . YOU GET THE PICTURE.
- 2.** OPEN IT UP! SHOW OFF THE ART—THAT'LL DO A LOT OF THE WORK FOR YOU.
- 3.** GIVE GRAPHIC NOVELS TO YOUR FRIENDS' KIDS, AND YOUR FRIENDS WILL EVENTUALLY GET ON BOARD THROUGH OSMOSIS.
- 4.** TAKE YOUR FRIENDS TO A GRAPHIC NOVEL AUTHOR EVENT OR CONVENTION! COMICS CREATORS ARE SERIOUS AND THOUGHTFUL AND FUN.
- 5.** AND MAYBE THIS PAMPHLET CAN HELP IF YOU WOULD LIKE THE BACKGROUND MATERIAL TO EMBARK ON AN EXTENSIVE PERSUASIVE CAMPAIGN FULL OF CONVINCING DATA.



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