

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 starting in 2020

DEAR READERS,

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 their 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 our world and our culture today. 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.

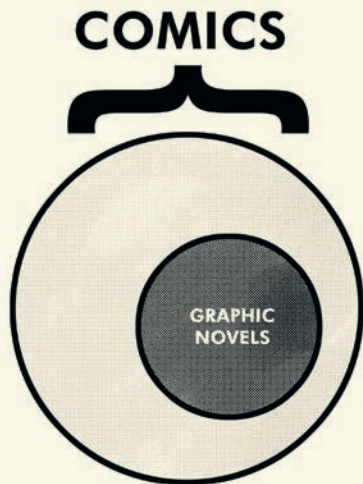
I'm so excited for you to learn about our imprint, explore our wonderful upcoming books and authors, and find resources to kickstart your own love of graphic novels!



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 starting in 2020



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 TODAY BECAUSE THEY'RE AMAZING]]



Art: Karensac

Panel: A single drawing (often contained within a panel 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 mouth.

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 (ex: 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.

**GRAPHIC
NOVELS
TODAY**



- Are for kids and teens of every age
- Are award-winners and bestsellers
- Are published in every genre
- Are featured in libraries all over the country
- Are sold in bookstores and comics stores all over the country
- Are taught in schools from elementary to college
- Are adapted into award-winning movies
- Are one of kids' favorite ways to read

AND
CHOOSE

HOW TO READ A GRAPHIC NOVEL

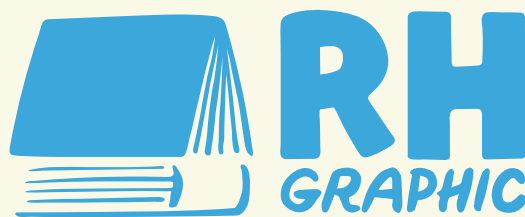
1. **START AT THE BEGINNING. OPEN THE BOOK. GET EXCITED. THIS WILL BE FUN.**
2. **READ LEFT TO RIGHT, AND TOP TO BOTTOM. START WITH THE FIRST PANEL IN THE TOP LEFT CORNER AND READ ACROSS FROM THERE.**
3. **TAKE YOUR TIME. GRAPHIC NOVELS HAVE FEWER WORDS ON A PAGE THAN PROSE NOVELS – BUT RESIST THE TEMPTATION 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, GENRES, AND ON A RANGE OF SUBJECTS. NO MATTER WHAT KIND 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 LISTS AND BESTSELLER LISTS, AND ASK FRIENDS WHOSE BOOK TASTE YOU SHARE.**
8. **START SIMPLE. PRACTICE COMICS READING SKILLS WITH KIDS AND YA GRAPHIC NOVELS FIRST. 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 ALL OVER AT #1.**

I'm
nervous!



LET'S
DO THIS!





THE DEBUT LIST!



BUG BOYS

By Laura Knetzger
February 2020
POB: \$13.99 / ISBN 978-1-984-89676-6
Ages 7 and Up

Join two bug friends as they learn about the world around them and the meaning of friendship!



THE RUNAWAY PRINCESS

By Johan Troianowski
January 2020
PB: \$12.99 / ISBN 978-0-593-11840-5
HC: \$20.99 / ISBN 978-0-593-12416-1
Ages 8 and Up

Princesses don't run away to have their own adventures. Right? Not for this princess!

ASTER AND THE ACCIDENTAL MAGIC

By Thom Pico and Karensac
March 2020
PB: \$12.99 / ISBN 978-0-593-11884-9
HC: \$20.99 / ISBN 978-0-593-12417-8
Ages 8 and Up

Aster is not happy when her family moves to the middle of nowhere, away from all her friends—until she uncovers the magic in her new town.



WITCHLIGHT

By Jessi Zabarsky
April 2020
PB: \$16.99 / ISBN 978-0-593-11999-0
HC: \$24.99 / ISBN 978-0-593-12418-5
Ages 12 and Up

Love . . . loss . . . witches . . . This thoughtful, emotional graphic novel about two women traveling and growing together will entrance you with its moving story and organic artwork.



Art: Karensac, Jessi Zabarsky





COMING IN 2020

MIDDLE-GRADE

KERRY AND THE KNIGHT OF THE FOREST **BY ANDI WATSON**

Kerry needs to get home—he's got medicine his parents need. But between him and his parents is a dark forest, and its inhabitants seem determined to lead him astray. Who can he trust?

WITCHES OF BROOKLYN **BY SOPHIE ESCABASSE**

Coming to live with your great-aunts is more complicated when they turn out to be witches – and when you then discover that you have some magical powers of your own!

SÉANCE TEA PARTY **BY REIMENA YEE**

For Lori, growing up and getting interested in boys and clothes and television shows seems completely unappealing. Will meeting a ghost change her mind about what it means to be a kid?

STEPPING STONES **BY LUCY KNISLEY**

Jen did not want to leave the city. She did not want to move to a farm with her mom and her mom's new boyfriend, Walter. She did not want to leave her friends and her dad. Most of all, Jen did not want to get new "sisters," Andy and Reese.

YOUNG CHAPTER BOOK

CRABAPPLE TROUBLE **BY KAETI VANDORN**

When all her friends plan to participate in their town fair, Calla signs up as well—and immediately begins to regret it. How can she learn to cope with her fears about measuring up?

DONUT FEED THE SQUIRRELS **BY MIKA SONG**

When a donut truck moves to the park where squirrels Norma and Belly live, their world opens up to delicious new horizons!

YOUNG ADULT

THE MAGIC FISH **BY TRUNG LE NGUYEN**

When Tam realizes that he's gay, he wants to tell his parents. But as Vietnamese American immigrants still learning English, will they even have the words to have this conversation?

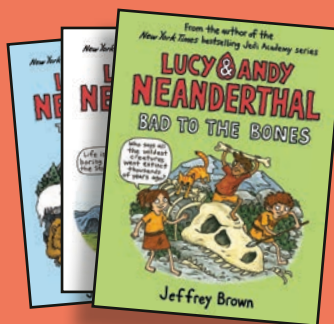
SUNCATCHER **BY JOSE PIMIENTA**

Beatriz just wants to play music. But as her grades plummet and her band starts missing her, she has to figure out if music is her life, or just one part of her life

WITH GRAPHIC NOVELS IN 2021 FROM
TARA O'CONNOR – PAULINA GANUCHEAU
DAVE SCHEIDT AND MIRANDA HARMON
DAN NOTT – ERIKA MOEN AND MATT NOLAN
LEE DURFEY-LAVOIE AND VERONICA AGARWAL
VICTORIA GRACE ELLIOT – AND MORE!



MORE GRAPHIC NOVELS FROM RANDOM HOUSE CHILDREN'S BOOKS!



**LUCY & ANDY
NEANDERTHAL**
BY JEFFREY BROWN



5 WORLDS
BY MARK SIEGEL, ALEXIS SIEGEL,
XANTHE BOUMA, MATT
ROCKEFELLER, AND BOYA SUN



**RICKETY STITCH AND
THE GELATINOUS GOO**
BY BEN COSTA AND
JAMES PARKS



LUNCH LADY
BY JARRETT J. KROSOCZKA



BABYMOUSE
BY JENNIFER L. HOLM
AND MATTHEW HOLM



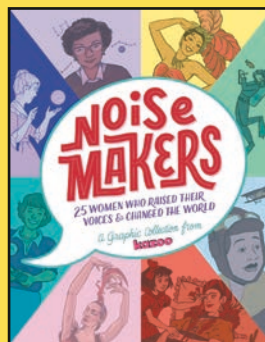
HILO
BY JUDD WINICK



**THE CARDBOARD
KINGDOM**
BY CHAD SELL



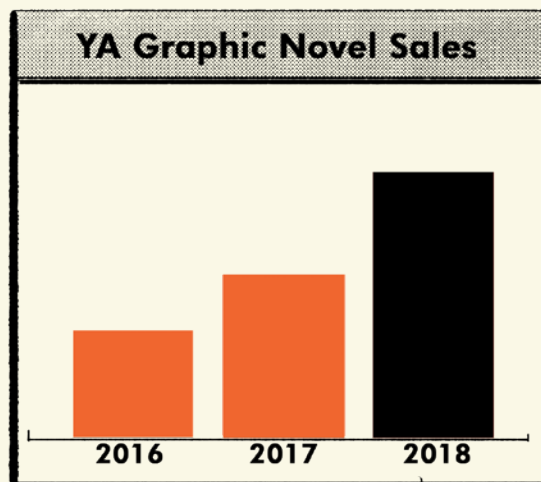
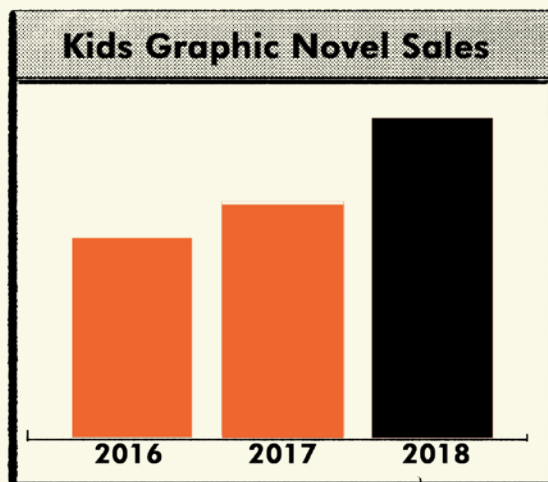
WHITE BIRD
BY R. J. PALACIO



NOISEMAKERS:
25 WOMEN WHO
RAISED THEIR
VOICES & CHANGED
THE WORLD
A NONFICTION
ANTHOLOGY FROM
KAZOO MAGAZINE

FOR MORE INFO
VISIT
RHCBOOKS.COM

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



**MORE KIDS' AND YA 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 they 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 also 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 place to start leveling up 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*

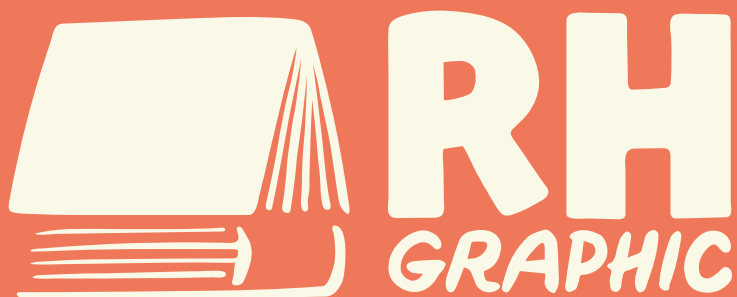
“We now know that comics—the marriage of word and picture in a dynamic relationship that fires synapses across the brain—can be a bridge to literacy and a path to learning.”

—*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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WE'D LOVE TO HEAR FROM YOU.
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