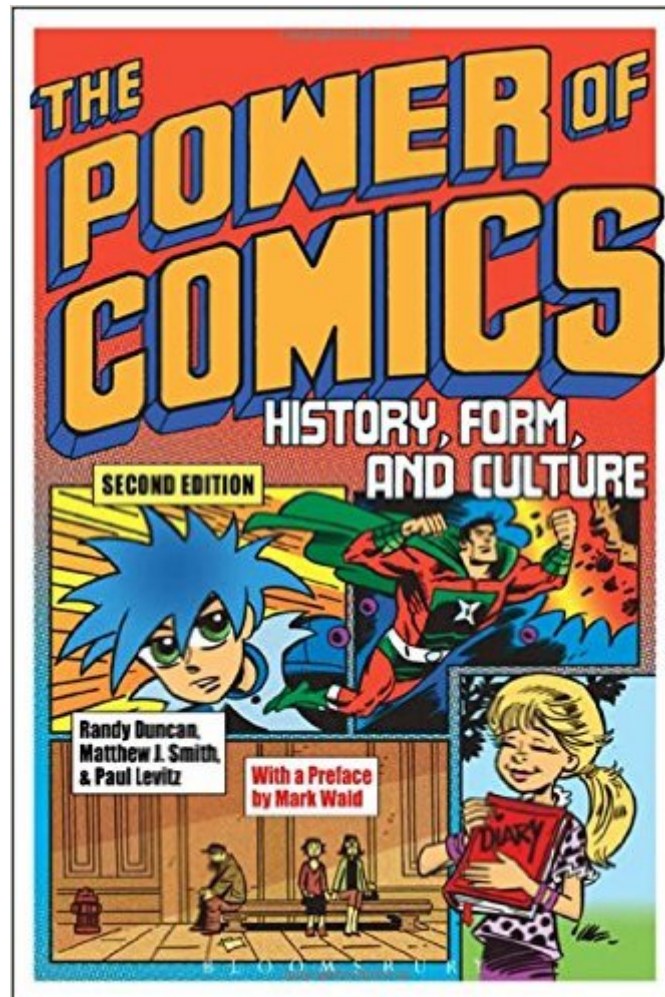


The book was found

# The Power Of Comics: History, Form, And Culture



## Synopsis

Fully revised and updated for its second edition, *The Power of Comics* remains the most authoritative introduction to comic books and graphic novels – the history of the medium, its many forms and manifestations and their place in contemporary culture. The new edition includes: An expanded historical section bringing the story of comic books up to the present and covering the rise of the graphic novel and the advent of digital comics. A new chapter on the memoir genre and a thoroughly revised chapter on the superhero genre. A revised chapter – “Exploring Meanings in Comic Book Texts” – introduces students to the theoretical tools they need to read comics critically. Study objectives, discussion points, activities and annotated further reading guides in each chapter, helping students master the topics covered. Illustrated throughout, with an extensive glossary of key terms, *The Power of Comics* also includes further updated resources available online at [www.powerofcomics.com](http://www.powerofcomics.com), including additional essays, weblinks and sample syllabi.

## Book Information

Paperback: 464 pages

Publisher: Bloomsbury Academic; 2 edition (February 12, 2015)

Language: English

ISBN-10: 1472535707

ISBN-13: 978-1472535702

Product Dimensions: 6.3 x 1 x 9.2 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars – See all reviews (2 customer reviews)

Best Sellers Rank: #463,563 in Books (See Top 100 in Books) #157 in Books > Literature & Fiction > History & Criticism > Genres & Styles > Comics & Graphic Novels #205 in Books > Comics & Graphic Novels > History & Price Guides #2522 in Books > Crafts, Hobbies & Home > Antiques & Collectibles

## Customer Reviews

Highly Recommended !!

The 464 pages of the book includes quite a bit of introductory material and over 50 pages of glossary, bibliography and index (the latter being quite invaluable, naturally), so there's not quite as much "meat" in the book as you might imagine. And while the size of the book is clearly stated on the order page, I must say it is a little underwhelming when you hold the book in your hands.

Essentially, the diminutive 6x9 inch format and 100% black-and-white content leaves little opportunity to truly demonstrate THE POWER of comics, as there are very few examples of truly powerful work. For \$75 and up, I expected a little more production value and visual dynamics. The snippets of professional reviews on the book's main page summarize the significant attributes of the "The Power of Comics," so there's no need for me to drone on about them. The content does provide a basic primer on comic books and it's quite thorough, and while clearly focused on American comics it does have a decent chapter at the end of the book on international comics. In my opinion, the book gives short shrift to the impact of underground comix and barely acknowledges the brilliance and influence of Robert Crumb, but that's a pet peeve of mine that may not be shared by conventional comic-book fans and historians. Overall, I'm glad I purchased the book (thank goodness for the gift card from a co-worker that helped on the cost) and it will prove to be the type of authoritative work I reference in the future (hence the 4 star review). But I do wish it had provided more aesthetic punch to the impressive analyses.

[Download to continue reading...](#)

The Power of Comics: History, Form, and Culture  
Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 7)  
Minecraft Comics: Flash and Bones and Leetah the Wicked Witch: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 2)  
Minecraft Comics: Flash and Bones and the Creeper Canyon Quest: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 12)  
Minecraft Comics: Flash and Bones and Agramon's Nether Fortress: The Ultimate Minecraft Comics Adventure Series (Real Comics in Minecraft - Flash and Bones Book 10)  
Minecraft Comics: Flash and Bones and the Enderman Zombie Potion: The Ultimate Minecraft Comics Adventure Series (Real Comics In Minecraft - Flash And Bones Book 5)  
Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step By Step (Drawing Ideas The Complete Guide to Drawing Comics Book)  
Comics: Minecraft Steve Vs Herobrine - Herobrine Attacks! (Herobrine, Minecraft ebooks, Diary, funny comics, Comics for kids, comic books Book 1)  
Beginning Power BI with Excel 2013: Self-Service Business Intelligence Using Power Pivot, Power View, Power Query, and Power Map  
Power Pivot and Power BI: The Excel User's Guide to DAX, Power Query, Power BI & Power Pivot in Excel 2010-2016  
Roget's 21st Century Thesaurus: Updated and Expanded 3rd Edition, in Dictionary Form (Roget's Twentieth-First Century Thesaurus in Dictionary Form)  
How to Form a Nonprofit Corporation (National Edition): A Step-by-Step Guide to Forming a 501(c)(3) Nonprofit in Any State (How to Form Your Own Nonprofit Corporation)  
Reinventing Comics: How

Imagination and Technology Are Revolutionizing an Art Form Picturing the True Form: Daoist Visual Culture in Traditional China (Harvard East Asian Monographs) DC Comics Masks: Nine Masks of DC Comics Heroes and Villains to Assemble and Wear Making Comics: Storytelling Secrets of Comics, Manga, and Graphic Novels DC Comics Guide to Coloring and Lettering Comics Comics Journal (Step-by-step templates for creating comics and graphic novels) The DC Comics Guide to Coloring and Lettering Comics Minecraft Comics: The Ender Kids and the Land of the Lost (Real Comics in Minecraft - The Ender Kids Book 4)

[Dmca](#)