

Analysis of Graphic Novels

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Abstract: Richard Kyle coined the term graphic novel first time in a magazine named *Capa-alpha*. The graphic novel is used in border term because it includes fiction, non-fiction and anthologized books. Graphic novels are different from comic books. The comic series portray what a writer has exactly in his mind and they try to achieve implied reader- a term coined by Wolfgang Isher. In graphic novel, the writer presents a story with the help of images and thought balloon along with text. Graphic novels are great for visual learners. Graphic novel has a long lasting impact on reader's mind. Graphic novels are loved by kids and young generation and by reading light materials, such as comic books, they developed a taste for reading. With the help of variety of novels we can inculcate mythological, scientific, moral, and historical knowledge in young generation. Graphic novels have some disadvantages also. The negative point in graphic novel is that people first look at the picture than the text. Here the free flow of imagination of the reader is blocked because pictures and images are already given. Parents think that graphic novel has negative impact on the young generation. One popular form of comic book is Manga; it is created in Japan in 19th century and translated in many languages. Graphic novels are not purely literature but mixture of art and literature. In India Netflix makes web series on graphic novels and these web series are liked and appreciated by young generation.

Keywords: Graphic, implied reader, images, text, impact, disadvantage, free flow, Manga, web series.

Graphic novels are 21st century novels. The first major graphic novel was published in 1842 in America with the title '*The Adventures of Obadiah Old buck*' by Rudolph Toffler who is known for his humour. It published in a weekly magazine in series. It is a humours magazine named Brother Jonathan. The famous graphic novel or comics Manga is created in Japan in 19th century. Richard Kyle coined the term graphic novel first time in a magazine named *Capa-alpha*. The Dictionary Merriam Webster gives a proper definition of graphic novel in the following words: "Call it a fictional story that is presented in a comic strip format and publish in a book."

The word novel normally refers to long fictional work, but the graphic novel is used in border term because it includes fiction, non-fiction and anthologized books. Graphic novels are different from comic books, which are used for comic periodicals. In comic series there are images which block the free flow of imagination. The comic series portray what a writer has exactly in his mind and they try to achieve implied reader- a term coined by Wolfgang Isher. We studied that ideal reader can't be achieved but in graphic novel we have ideal

reader because the reader understand the text with the help of the images and thought balloon drawn by the writer that we don't find in any text book. Here even the imagination of the reader is bound by presenting the picture of the characters. As we see in Indian comics named *Chacha Chaudhory* where Chacha Ji is short in stature, Chachi Ji is healthy lady and Sabu is huge gay from Venus. It can be negative point of graphic novel but, those pictures, and images have lifelong impact on our mind. All of us have in mind the name and picture of comic's book that we have read in our childhood days on the other hand, we forget about things in few days.

Graphic novel V/S text book

Graphic novel is better than the text book because Graphic novel better depicts a particular idea or scene. In graphic novel, the writer presents a story with the help of images and thought balloon along with text. To present a theme, graphic novel uses graphic elements such as picture of characters, their speech in boxes and, thought balloons etc. The writer uses these devices in a proper way to create a story and this kind of graphic novel has a long lasting impact on reader's mind. In graphic novel, the writer presents a story with the help of images and thought balloon along with text. We forget the black and white line soon but, coloured pictures and characters remain stay in our mind.

Process of Graphic Novel writing

The process of graphic novel writing is different from the novel writing. In it first of all story line is developed and fictitious character is placed in it, he may be a famous person in history. Here the scene is full of lots of actions. In the story a problem is placed and the hero tries to solve that particular problem. In the story, board panels are square or rectangles that contain a single scene. There are speech balloon and thought balloon which represent the dialogue and speech of the character respectively. Then the colour is filed in the picture it may be coloured and black and white.

Graphic novel V/S comic book

Graphic novels are different from comic books. Graphic novels are novels that use images and words to present a theme. In comic books, images attract the reader of all ages to read the book. We can tell it by examples; we are roaming about and buy nuts rapped in a paper. The coloured pictures of that paper attract us to read. Secondly, if we are searching something and get a newspaper with a picture of our favorite hero we hurriedly read the information written on it. This is basic human nature that colours and pictures attract us. Graphic novel contains higher level vocabulary than comic books. Graphic novels are great for visual learners. It offers the opportunity to learn important reading skills like inferences than text books because they depict an idea or scene in a better way. Graphic novel has more depth than the comic book.

Impact of graphic novel

The impact of graphic novel on young generation is great. Including graphic with text helps the learner encode information more readily and improve their reading comprehension. Graphic novel develops the vocabulary of the reader who has learning disabilities. They arouse interest and curiosity of the young because they usually come in a series as we see in *Avenger Series* by Stan lee. Graphic novels are loved by kids and young generation and by reading light materials, such as comic books, they developed a taste for reading. In market many books are available with different theme we must buy and read for our children before sleeping because it develops a reading habit in kids.

Variety of Graphic novel

Graphic novels are in variety like history, biography, inventors, disasters, super hero, social studies, adventure, fantasy, humorous, science fiction, mysterious. We can say that because of this variety graphic novels are for all age readers. With the help of variety of novels we can inculcate mythological, scientific, moral, and historical knowledge in young generation.

World famous graphic novel

There are lots of graphic novels which are loved and praised by all especially children, for example, '*Alice in Wonder Land*' by J.M. Barrie appeared in 1865. It is liked by small children that take them in fairies land. '*Persepolis*' is written in 1997 by Marjane Satrapi. It describes writer's life from childhood to adulthood in Iran during Islamic Revolution and shows it's after effect. It presents theme of the "precarity of survival" in political as well as in social context. '*V for Vendetta*' is another graphic novel by Alan Moore appeared in 2006 and David Lloyd helps in its illustration. It is dystopian novel that show nuclear war, totalitarian govt., individual freedom and personal identity. '*The Sandman*' by Neil Gaiman is another graphic novel in comic form that comes in series form. It is the personification of dream. It is a dark fantasy, political and simplest one. '*Maus*' by Art Spiegelman comes in series from 1980 to 1991. Art Spiegelman is an American cartoonist who govern a decade by this art and '*Maus*' is the first graphic novel to win the award. It is about hollow caste and trouble relationship between father and son. In this novel, the novelist uses post modernist technique and uses mice, cats and, pigs for Jews, Germans, and Poles respectively.

Scenario of Graphic novels in India

Sweta Taneja's '*Cult of Chaos: An Anantya Tantrist Mystery*' set in Delhi, is a detective style novel. The five famous graphic novels of India are: *Aghorie*, *Dayan*, *Sadhu*, *Ramayan* and *Delhi Calm*. '*The Sadhu: The*

'Birth of the Warrior' is written by Gotham Chopra and Jeevan Kang. *The Sadhu* is the first comic series from the virgin line to convert in film. It is about British rule in India and Sadhu fights against Britishers. Virgin comics also published a comic book named *Ramayana* 3392 A.D. We can call it *Ramayana* Reborn because it represent future India after nuclear war. Shamik Dasgupta writes it in collaboration with the artist Abhishek Singh.

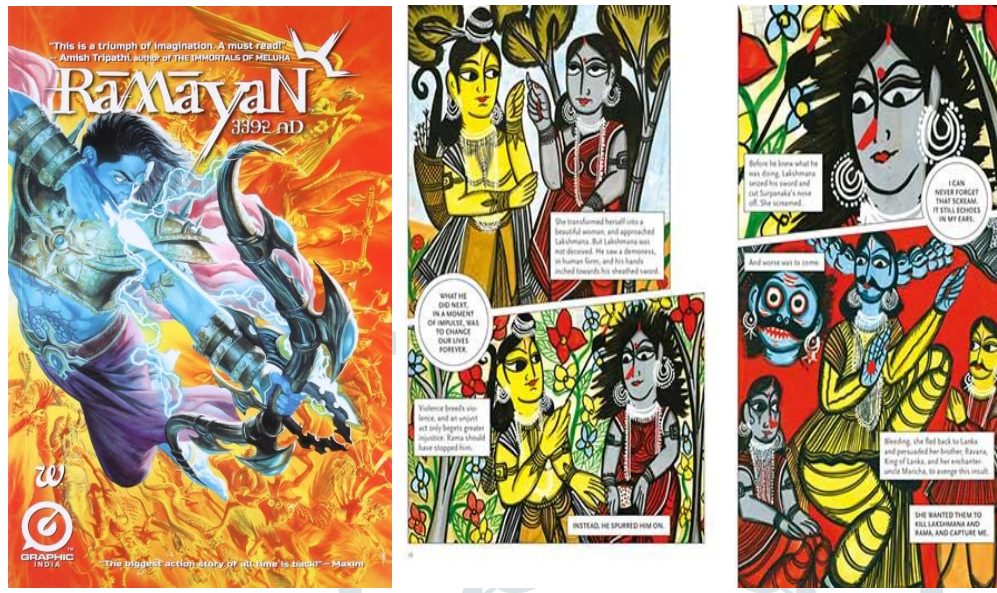


Figure 1 & 2: Deepak Chopra and Shekhar Kapur's *Ramayana* 3392 AD-Amazon.in

Delhi calm by Vishwajyoti Ghosh captures the emergency for those who were born after it. It re-imagines Delhi in the 1970's. Hero wakes up one morning and comes to know that all his rights as a citizen are suspended. It is about the totalitarian government who suspend all the rights of the people and guides the people for everything even about how to laugh.

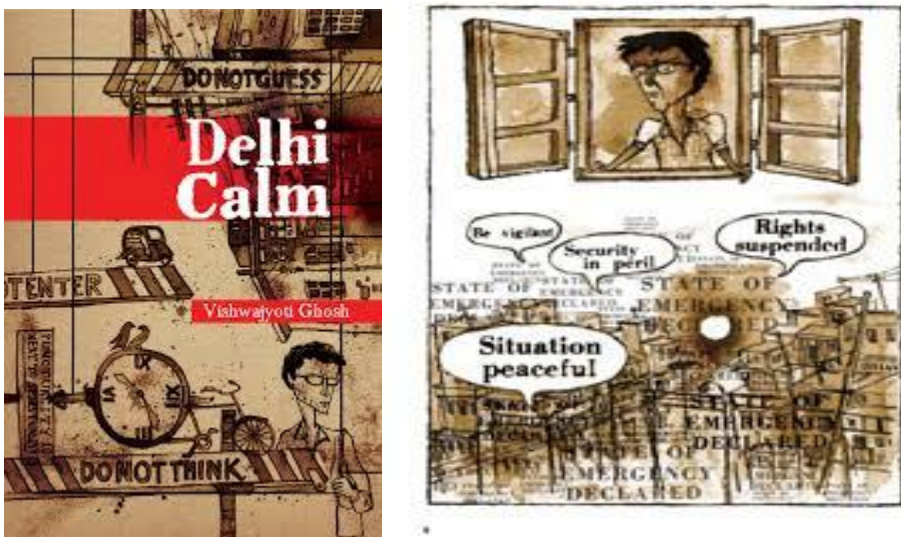


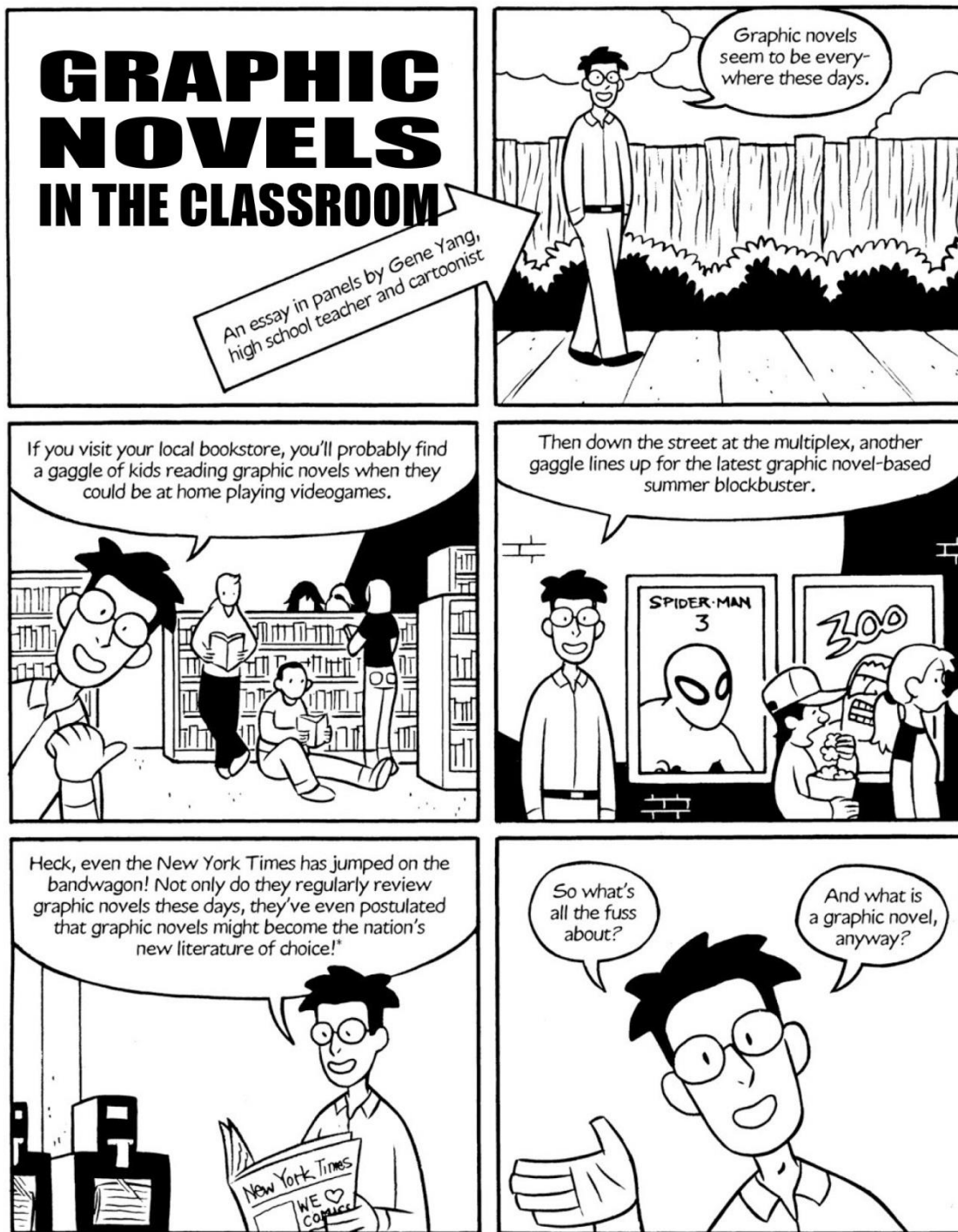
Figure 3 & 4: *Delhi Calm*: Amazon.in: Vishwajyoti Ghosh: Books.

Advantages of Graphic novel

Graphic novel is the latest and new art of story writing and it has many advantages. Graphic novels have pictures and images along with text which help in improve memory retention. With the help of images and pictures we can convey message and forward information to illiterate person so it helps in improving literacy. In graphic novel, it is easy to read the content in a shorter period of time and still know what is going on in the novel.

Graphic novels arouse curiosity of the learner and help learns study more about history, science, literature and art. It develops reading habits in children. Educators can share experiences with the pupils by making graphic novel a part of curriculum. Graphic novel serves a variety of functions than simple source of literary study. It makes the concept easy to understand. Moreover, the interested students will pay more attention and they can explore more information.





*Check out Charles McGrath's article "Not Funny," published July 11, 2004!

Graphic Novels in the Classroom, an essay in panels by Gene Yang. Used by permission of the author. © 2014 Digital Campus/Heinemann.

1

Figure 5: Author and Illustrator Gene Yong on Graphic Novels in the Classroom-Heinemann Blog.

Disadvantages of Graphic novel

Graphic novels have some disadvantages also. Reader response theory says not to judge the book by its cover page, but graphic novels are judged by its good art. The story in graphic novel becomes boring and difficult to understand without the lack of clarity. Sometimes the text and picture are displayed in a way that the reader doesn't understand. To arouse the interest of the reader, the author keeps the text short and juicy which lacks the depth. Another negative point in graphic novel is that people first look at the picture than the text. This makes the reader don't understand what is going on throughout the novel. Here the free flow of imagination of the reader is blocked because pictures and images are already given. Moreover, some educators and parents believe that graphic novel and comic book are not the perfect way of reading that would not help their children to become good reader. Parents think that graphic novel has negative impact on the young generation. Educational institution has doubt whether the graphic novels are suitable to study literary and historical subjects. Moreover, some graphic novel's theme revolves around destruction and violence. Today's generation likes Graphic novels and they try to do the things that they see in those novels so it has negative impact on today's generation. It's another disadvantage is that graphic novels are not available in local book stores, especially in India.

Popularity of Manga in Japan

Graphic novels are written in comic-strip format. They are usually written in series and have a continuous plot as we see in *Avenger Series* by Stan lee. Avenger series: *The End Game* is liked and appreciated by all over the world. One popular form of comic book is Manga; it is created in Japan in 19th century and translated in many languages. Manga stories are typically printed in black and white. Some colourful magazines are also available. Manga is different from book because in it the story starts from the back and the text boxes are read from right to left. *The Passionate Journey or My Book of Hours* is a wordless novel written by Frans Masereel in 1919. It is the best selling wordless novel in 167 captions. It presents a picture of modern city and shares with us everyman's experiences. An American artist Lynd Ward also writes a graphic novel named *Gods Man: A Novel in Woodcuts*.

Graphic novel- A mix art

Graphic novels are not purely literature but mixture of art and literature. It offers effective media for learning because there are visual images and young generation take interest in visual information. Graphic novel writing is a new art and publishers also appreciate the graphic writers. In India Netflix makes web series on graphic novels and these web series are liked and appreciated by young generation. The graphic edition of Shakespeare with the original text is also available. In European countries graphic novels are given a place in the curriculum but educators should ensure that graphic novels must have a purpose and they should not include in the class room only for entertainment purpose.

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