

Connections

Spring 2005



Graphic Novel Winter Program

Barbara Zuccaro

All of us have had to be flexible and creative at the last minute when we have been ready to instruct a room full of students about databases, only to find the Internet connection not working. Or we've had a teacher come to us in the morning wanting to come the next period for a new research project!!!

I appreciated everyone's flexibility on the morning of February 6th when I was awakened by a call saying our graphic novel presenter was ill and unable to attend the program scheduled to take place within 2 hours. After a quick consultation we decided to run the program, and, after calling the 38 registered participants, twenty-eight attended the delicious buffet and enjoyed a morning of camaraderie and sharing. Many thanks go to Melissa Bergin who expertly stepped up and informed us about manga, anime and graphic novels.

I would also like to thank Elaine Cowan for stopping at her library and bringing her library's graphic novels to display at the brunch!!



Volunteers Needed

Cheryl Cufari

As the current school year comes to a close, so do the terms of our ENSYLMA officers. We will need a vice president as Barbara Zuccaro moves to the president position after two years of overseeing the many successful programs we have had. The person holding the vicepresident's office does have programming responsibility, but all officers have collectively come up with ideas and, at times, also followed through with planning. The vice president always has the collective group of officers with whom to confer and make sure all bases are covered. Typically the vice president moves up to president. If interested please respond to Cheryl Cufari at cufari.c@nisk.k12.ny.us.

The Board is also looking for representatives from each BOCES, particularly for someone to represent the Questar III area. Again, please contact Cheryl Cufari.

On a related note, Linda Fox is stepping down as our SLMS Legislative Representative. Since most of the work of the position is done in Albany, Linda wanted this position advertised to our members. If you might be interested in being involved in this way, please contact Linda Fox at the Capital Region School Library System for exact details.

Graphic Novels and Manga

Melissa Bergin

Graphic Novels (GNs) are hot and Japanese manga may be the hottest books on the market for teens and preteens. *Publishers Weekly* reports close to 1,000 manga titles were released in 2004 and it is a fad that is hitting a five year mark (Dec. 6, 2004, pg. 38). But like many fads, it is taking the grown-ups a while to catch on and catch up. So where do you look for information?

Start with the quick articles. Steve Bunche's "A Layman's Lexicon of Manga and Anime." (*School Library Journal*, Aug 2004, p24) is a glossary of the language you need to know to get started. Then for the general overview, take a look at Kat Kan's, "Getting Graphic at the School Library." (*Library Media Connection*; Apr/May 2003, p14). Two of the best web sites are run by individuals with credentials in the library community and are accessible to both the beginner and knowledgeable fan. Gilles Poitras' "Librarians Guide to Anime and Manga" <www.koyagi.com/Libguide.html> talks both about the relationship between the visual art form and the book form and contains the cautions that this is not a form that is guaranteed safe for children. Robin Brenner's "No Flying, No Tights!" <<http://www.noflyingnotights.com/>> has recently been expanded from its original YA focus to include a section called "Sidekicks" for younger kids and "The Lair" for titles with edgier teen/adult appeal.

If communicating with a live human is more your style, check out the Graphic Novels in Libraries list-serve <<http://www.angelfire.com/comics/gnlib/>>. This can be a heavy traffic list, but the folks on it wrote most of the other things referenced in this article and are very knowledgeable. Please lurk to check out the list before posting; many of the "where do I start?" questions can be answered from the archives and FAQ.

Still feel like you need some references? There are several books out that will fit the bill:

Graphic Novels in Your Media Center (2004) by Allyson and Barry Lyga
Graphic Novels 101: Selecting and Using Graphic Novels to Promote Literacy for Children and Young Adults, A Resource e Guide for School Librarians and Educators (2003), by Philip Charles Crawford.
Getting Graphic! Using Graphic Novels to Promote Literacy with Preteens and Teens (2003), by Michele Gorman

There is some concern that the manga market may finally be starting to glut. But at a level of 1,000 titles a year, plus backlist, this will be influencing our teens' reading for a while to come.

A technology web site that might come in handy for us is Webopedia (www.webopedia.com). This web site serves as a dictionary for technology terms and also a handy way to keep up-to-date with current technology trends. The explanations are rather complete with helpful hints as well. If you are not familiar with this site, try it