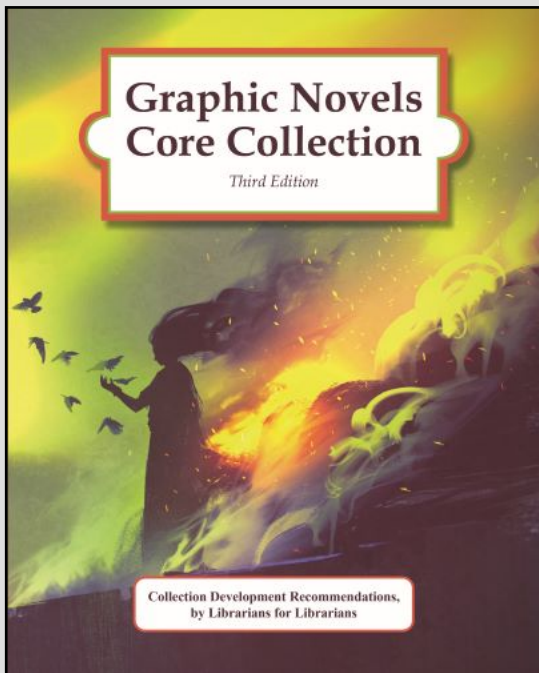


# Graphic Novels Core Collection

## REVIEWS



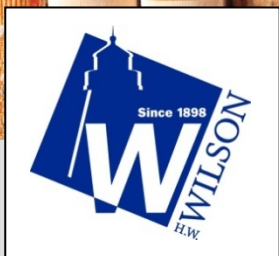
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“Though the third edition of Graphic Novels Core Collection, part of H. W. Wilson’s “Core Collections Series,” includes fewer entries than previous editions (including the first, CH, Feb’17, 54-2546), it **features richer metadata, especially subject and genre headings, and identifies more award-winning and short-listed works.** As a result, this iteration of this established resource more **cohesively and credibly supports the aim of creating an inclusive and diverse core collection of graphic novels for readers of all ages.** As with previous editions, contents are organized by grade levels there are indexes of authors, titles, and subjects. Like all titles in the “Core Collections Series,” this resource is derived from EBSCO Information Services, which provides to subscribers access to the complete contents of the print volumes as well as weekly updated analytics and advisory information. The print version **offers users a thorough and usable resource for selection, verification, curriculum and program support, and reader’s advisory. A noteworthy strength evident throughout editions of this book is the inclusion of both classic and new works,** underscoring the idea that a credible core collection demonstrates the genre’s history.”

*-CHOICE on Graphic Novels Core Collection, Third Edition*

“Now in its third edition, this abridged version of the EBSCO database of the same name includes **more than 2,200 English-language comics and graphic novels for all ages,** as well as a selection of nonfiction prose materials about comics history and culture. **Selected titles represent the highest quality and most popular examples of graphic publishing,** including fiction, nonfiction, and biography; stars designate essential titles for those curating a small collection. Entries are divided by age groups (pre-K–grade 5, grades 6–8, grades 9–12, and adult) and indexed by author, subject, and title. In addition to extensive weeding to remove outdated books in favor of more relevant titles, **updates from the previous edition include an increased emphasis on diversity, equity, and inclusion, more awards and short lists, and the addition of series titles to each entry from a series.** Each entry includes bibliographic description, subject headings, annotation, and (frequently) an evaluative excerpt from a professional review journal. Annotations also note any inclusion of adult language, violence, nudity, or sex. For librarians without access to the digital version, **this is a useful resource for starting, developing, and maintaining a graphic-novel collection.**”

*-Booklist on Graphic Novels Core Collection, Third Edition*



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www.hwwilsoninprint.com info@hwwilsoninprint.com

# Graphic Novels Core Collection

"... *Graphic Novels Core Collection* provides entries for **more than 3,500 titles**, divided into four age groups: children, middle school, high school, and adult. **The titles were selected by collection development librarians from titles in English, published in the United States, Canada, or the United Kingdom and distributed in the United States.** There are also bilingual titles and translated works, including Japanese Manga... **This handbook would be an invaluable tool for beginning or assessing a graphic novel collection, one ... that enhances the value of this list as a collection development tool is that the most highly recommended titles are noted**, providing a short list of essential purchases.

*-ARBA on **Graphic Novels Core Collection, Second Edition***

"*Graphic Novels Core Collection* is the first edition of the H. W. Wilson "Core Collections" series dedicated to graphic novels. Similar in function to its other collections, it is a **selective list of fiction and nonfiction comics, graphic novels, and nonfiction works about the history and ethos of comics for all ages. Summing Up: Recommended. All libraries. All readers.**"

*-CHOICE on **Graphic Novels Core Collection, First Edition***

