

Graphic Novels As Philosophy

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Explore the profound intersection where graphic novels transcend mere entertainment, serving as sophisticated vehicles for philosophical inquiry. This unique medium offers compelling visual narratives to dissect complex ideas, from existentialism to ethics, making abstract philosophical concepts accessible and deeply engaging for a broad audience.

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Graphic Novels as Philosophy

Contributions by Eric Bain-Selbo, Jeremy Barris, Maria Botero, Manuel "Mandel" Cabrera Jr., David J. Leichter, Ian MacRae, Alfonso Munoz-Corcuera, Corry Shores, and Jarkko S. Tuusvuori In a follow-up to Comics as Philosophy, international contributors address two questions: Which philosophical insights, concepts, and tools can shed light on the graphic novel? And how can the graphic novel cast light on the concerns of philosophy? Each contributor ponders a well-known graphic novel to illuminate ways in which philosophy can untangle particular combinations of image and written word for deeper understanding. Jeff McLaughlin collects a range of essays to examine notable graphic novels within the framework posited by these two questions. One essay discusses how a philosopher discovered that the panels in Jeff Lemire's *Essex County* do not just replicate a philosophical argument, but they actually give evidence to an argument that could not have existed otherwise. Another essay reveals how Chris Ware's manipulation of the medium demonstrates an important sense of time and experience. Still another describes why *Maus* tends to be more profound than later works that address the Holocaust because of, not in spite of, the fact that the characters are cartoon animals rather than human. Other works contemplated include Will Eisner's *A Contract with God*, Alan Moore and David Lloyd's *V for Vendetta*, Alison Bechdel's *Fun Home*, and Joe Sacco's *Footnotes in Gaza*. Mainly, each essay, contributor, graphic novelist, and artist are all doing the same thing: trying to tell us how the world is--at least from their point of view.

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Comics as Philosophy

Through the combination of text and images, comic books offer a unique opportunity to explore deep questions about aesthetics, ethics, and epistemology in nontraditional ways. The essays in this collection focus on a wide variety of genres, from mainstream superhero comics, to graphic novels of social realism, to European adventure classics. Included among the contributions are essays on existentialism in Daniel Clowes's graphic novel *"Ghost World,"* ecocriticism in Paul Chadwick's long-running *"Concrete"* series, and political philosophies in Herge's perennially popular *"The Adventures of Tintin."* Modern political concerns inform Terry Kading's discussion of how superhero comics have responded to 9/11 and how the genre reflects the anxieties of the contemporary world. Essayists also explore the issues surrounding the development and appreciation of comics. Amy Kiste Nyberg examines the rise of the Comics Code, using it as a springboard for discussing the ethics of censorship and child protection in America. Stanford W. Carpenter uses interviews to analyze how a team of Marvel artists and writers reimagined the origin of one of Marvel's most iconic superheroes, Captain America. Throughout, essayists in *Comics as Philosophy* show how well the form can be used by its artists and its interpreters as a means of philosophical inquiry. Jeff McLaughlin is assistant professor of philosophy at Thompson Rivers University in Kamloops, British Columbia."

The Art of Comics

THE ART OF COMICS *The Art of Comics: A Philosophical Introduction* is the first-ever collection of essays published in English devoted to the philosophical questions raised by the art of comics. The volume, which includes a preface by the renowned comics author Warren Ellis, contains ten cutting-edge essays on a range of philosophical topics raised by comics and graphic novels. These include the definition of comics, the nature of comics genres, the relationship between comics and other arts such as film and literature, the way words and pictures combine in comics, comics authorship, the "language" of comics, and the metaphysics of comics. The book also contains an in-depth introduction by the co-editors which provides an overview of both the book and its subject, as well as a brief history of comics and an overview of extant work on the philosophy of comics. In an area of growing philosophical interest, this volume constitutes a great leap forward in the development of this fast expanding field, and makes a major contribution to the philosophy of art.

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Action Philosophers

This ain't your grandpappy's dusty old philosophy class! It's the philosophy seminar your college ethics professor wished he could teach! It's . . . the definitive tenth-anniversary edition of Fred Van Lente and Ryan Dunlavey's award-winning, best-selling *Action Philosophers*! Study the tenets of Plato, the wrestling superstar from ancient Greece, learn the lessons of Nietzsche, the original *übermensch*, and meditate on the messages of Bodhidharma, a kung fu master. Laugh, learn, laugh some more, and ponder the messages of history's great thinkers as Van Lente and Dunlavey deliver this comprehensive cartoon history from the pre-Socratics to Jacques Derrida!

Sophie's World

Bestselling philosophy book is reimagined for the first time as a graphic novel One day, young Sophie finds a letter addressed to her that contains only one question: "Who are you?" Then there's another one asking, "Where does the world come from?" The sender of these letters remains a mystery, but the questions intrigue Sophie. This is the beginning of a strange correspondence that will lead the young girl on a coming-of-age quest to meet major figures of philosophy (Socrates, Plato, Descartes, Hegel, Sartre, etc.). In the first volume, Sophie begins by questioning the philosophers of Antiquity and goes all the way to those of the Renaissance and Baroque periods. This is the first of two volumes. In the second volume, she discovers metaphysical doubt while continuing on her way to modern times. This comic book adaptation of Jostein Gaarder's original book breathes new life into a cult classic.

Heretics!

An entertaining, enlightening, and humorous graphic narrative of the dangerous thinkers who laid the foundation of modern thought This entertaining and enlightening graphic narrative tells the exciting story of the seventeenth-century thinkers who challenged authority—sometimes risking excommunication, prison, and even death—to lay the foundations of modern philosophy and science and help usher in a new world. With masterful storytelling and color illustrations, *Heretics!* offers a unique introduction to the birth of modern thought in comics form—smart, charming, and often funny. These contentious and controversial philosophers—from Galileo and Descartes to Spinoza, Locke, Leibniz, and Newton—fundamentally changed the way we look at the world, society, and ourselves, overturning everything from the idea that the Earth is the center of the cosmos to the notion that kings have a divine right to rule. More devoted to reason than to faith, these thinkers defended scandalous new views of nature, religion, politics, knowledge, and the human mind. *Heretics!* tells the story of their ideas, lives, and times in a vivid new way. Crisscrossing Europe as it follows them in their travels and exiles, the narrative describes their meetings and clashes with each other—as well as their confrontations with religious and royal authority. It recounts key moments in the history of modern philosophy, including the burning of Giordano Bruno for heresy, Galileo's house arrest for defending Copernicanism, Descartes's proclaiming *cogito ergo sum*, Hobbes's vision of the "nasty and brutish" state of nature, and Spinoza's shocking *Theological-Political Treatise*. A brilliant account of one of the most brilliant periods in philosophy, *Heretics!* is the story of how a group of brave thinkers used reason and evidence to triumph over the authority of religion, royalty, and antiquity.

Batman and Philosophy

Why doesn't Batman just kill the Joker and end everyone's misery? Can we hold the Joker morally responsible for his actions? Is Batman better than Superman? If everyone followed Batman's example, would Gotham be a better place? What is the Tao of the Bat? Batman is one of the most complex characters ever to appear in comic books, graphic novels, and on the big screen. What philosophical trials does this superhero confront in order to keep Gotham safe? Combing through seventy years of comic books, television shows, and movies, *Batman and Philosophy* explores how the Dark Knight grapples with ethical conundrums, moral responsibility, his identity crisis, the moral weight he carries to avenge his murdered parents, and much more. How does this caped crusader measure up against the teachings of Plato, Aristotle, Kant, Kierkegaard, and Lao Tzu?

Posthumanism and the Graphic Novel in Latin America

Latin America is experiencing a boom in graphic novels that are highly innovative in their conceptual play and their reworking of the medium. Inventive artwork and sophisticated scripts have combined to satisfy the demand of a growing readership, both at home and abroad. *Posthumanism and the Graphic Novel in Latin America*, which is the first book-length study of the topic, argues that the graphic novel is emerging in Latin America as a uniquely powerful force to explore the nature of twenty-first century subjectivity. The authors place particular emphasis on the ways in which humans are bound to their non-human environment, and these ideas are productively drawn out in relation to posthuman thought and experience. The book draws together a range of recent graphic novels from Argentina, Brazil, Chile, Mexico and Uruguay, many of which experiment with questions of transmediality, the representation of urban space, modes of perception and cognition, and a new form of ethics for a posthuman world. Praise for *Posthumanism and the Graphic Novel in Latin America* '...well-referenced and... well considered - the analyses it brings are overall well-executed and insightful...' *Image and Narrative*, Jan 2018, vol 18, no 4

Action Philosophers

Study the tenets of Plato, the wrestling superstar from ancient Greece; learn the lessons of Nietzsche, the original Übermensch; and meditate on the Bohdharma, a kung-fu master. Laugh, learn, laugh a bit more and ponder the messages of history's greatest thinkers as Fred Van Lente and Ryan Dunlavey deliver this comprehensive cartoon history from the pre-Socratics to Derrida! This highly original, pretension-free and riotously funny collection celebrates its 10th anniversary in print with this deluxe hardback 'Uberedition'!

Verissimus

In the tradition of *Logicomix*, Donald J. Robertson's *Verissimus* is a riveting graphic novel on the life and stoic philosophy of Marcus Aurelius. Marcus Aurelius was the last famous Stoic of antiquity but he was also to become the most powerful man in the known world – the Roman emperor. After losing his father at an early age, he threw himself into the study of philosophy. The closest thing history knew to a philosopher-king, yet constant warfare and an accursed plague almost brought his empire to its knees. "Life is warfare", he wrote, "and a sojourn in foreign land!" One thing alone could save him: philosophy, the love of wisdom! The remarkable story of Marcus Aurelius' life and philosophical journey is brought to life by philosopher and psychotherapist Donald J. Robertson, in a sweeping historical epic of a graphic novel, based on a close study of the historical evidence, with the stunning full-color artwork of award-winning illustrator Zé Nuno Fraga.

Watchmen and Philosophy

Alan Moore's *Watchmen* is set in 1985 and chronicles the alternative history of the United States where the US edges dangerously closer to nuclear war with the Soviet Union. Within this world exists a group of crime busters, who don elaborate costumes to conceal their identity and fight crime, and an intricate plot to kill and discredit these "superheroes." Alan Moore's *Watchmen* popularized the graphic novel format, has been named one of Time magazine's top 100 novels, and is now being made into a highly anticipated movie adaptation. This latest book in the popular Blackwell Philosophy and Pop Culture series peers into Moore's deeply philosophical work to parse and deconstruct the ethical issues raised by *Watchmen*'s costumed adventurers, their actions, and their world. From nuclear destruction to utopia, from governmental authority to human morality and social responsibility, it answers questions fans have had for years about *Watchmen*'s ethical quandaries, themes, and characters.

Sophie's World

Sophie's World: A Graphic Novel About the History of Philosophy, Vol II: From Descartes to the Present Day is the second adaptation continuing Jostein Gaarder's worldwide philosophy bestseller reimagined by writer Vincent Zabus and artist Nicoby. Sophie's come a long way since the day she received that cryptic letter with its intriguing question: "Who are you?" The mysterious correspondence sweeps our curious young heroine off on a tour of Western philosophy from its ancient foundations through the Renaissance. But it also prompts more personal reflection: What is my place in the world, my purpose in life? And just who is that girl, a stranger and yet so familiar, I glimpse in the mirror? Sophie's quest for answers will see her explore major schools of modern thought from Descartes and Locke to Freud and

Marx. She and her quizzical philosophy teacher Alberto, now unmasked, struggles with the possibility that they are characters in a book. As ever, our intrepid heroine remains forthright and open-hearted. In this witty comics adaptation, Zabus and Nicoby reinvent Jostein Gaarder's novel of ideas--a beloved bestseller that has already won the hearts of over 50 million readers around the world--to bring Sophie's charming quest for meaning to a whole new medium and a new generation.

Introducing Kant

Immanuel Kant laid the foundations of modern Western thought. Every subsequent major philosopher owes a profound debt to Kant's attempts to delimit human reason as an appropriate object of philosophical enquiry. And yet, Kant's relentless systematic formalism made him a controversial figure in the history of the philosophy that he helped to shape. Introducing Kant focuses on the three critiques of Pure Reason, Practical Reason and Judgement. It describes Kant's main formal concepts: the relation of mind to sensory experience, the question of freedom and the law and, above all, the revaluation of metaphysics. Kant emerges as a diehard rationalist yet also a Romantic, deeply committed to the power of the sublime to transform experience. The illustrated guide explores the paradoxical nature of the pre-eminent philosopher of the Enlightenment, his ideas and explains the reasons for his undiminished importance in contemporary philosophical debates.

The Book of Five Rings

A graphic novel retelling of the classic martial arts manifesto on swordsmanship, strategy, and winning—by the legendary samurai Miyamoto Musashi This graphic novel version of The Book of Five Rings, the iconic book of confrontation and victory by the famed seventeenth-century duelist and undefeated samurai Miyamoto Musashi, illuminates this brilliant manifesto, which has long inspired martial artists and anyone interested in cultivating a strategic mind. With evocative drawings and a distilled but faithful text adapted by acclaimed manga writer Sean Michael Wilson, The Book of Five Rings comes alive both as a guide to swordsmanship and strategy, and as a view into Musashi's world.

The Labyrinth

“Designed for the studious and dabblers alike” this unique graphic novel offers “an accessible primer on one of the 20th century’s weightiest thinkers” (Publishers Weekly). Life can often feel like a rat race. To make sense of it all, generations of truth seekers have turned to the works of philosopher Jean-Paul Sartre. Now a fellow seeker shares a charming and accessible introduction to Sartre's profound and complex ideas—told in cartoons. Ben Argon's graphic novel about a pair of rats trapped in the labyrinth of existence humorously conveys the key ideas of Sartre's existential philosophy. In addition, two Sartre scholars have contributed an introduction and afterword providing context and deeper insight.

What Happens When Nothing Happens

Boredom and melancholy in the experience of reading Contemporary graphic novels show an interesting shift from the extraordinary to the ordinary in slice-of-life stories in which nothing happens. Present-day graphic accounts are inhabited by melancholic characters whining about the lack of meaning in life. This book examines this intriguing transition and brings a historical, aesthetical and narratological approach to comics in which boredom is not only a topic, but also awakens a deliberate affective response in the very experience of reading. This volume brings together close readings of work by Lewis Trondheim, Chris Ware and Adrian Tomine. With a foreword by Raphaël Baroni (University of Lausanne).

Cartooning

Provides lessons on the art of cartooning along with information on terminology, tools, techniques, and theory.

Unflattening

Unflattening is an experiment in visual thinking. Nick Sousanis defies conventional forms of scholarly discourse to offer readers both a stunning work of graphic art and a serious inquiry into the ways humans construct knowledge.

The Cartoon Introduction to Philosophy

Philosophy like you've never seen it before The latest in the celebrated Cartoon Introduction series, *The Cartoon Introduction to Philosophy* is an authoritative and engaging guide to the fundamental questions about our existence. In this indispensable primer, Kevin Cannon—one of the talented illustrators behind *Evolution* and *The Stuff of Life*—and the philosopher Michael F. Patton introduce the wisecracking Greek Heraclitus, who hops in a canoe with us as we navigate the great debates of Western thought. As we make our way down the winding river of philosophy, we meet the pre-Socratics, who first questioned mythology and wondered about the world around them; encounter the disciplines of logic, perception, and epistemology; face the central problem of free will; and witness historic arguments over the existence of God. Along the way, famous thinkers like René Descartes and Immanuel Kant spell out their work in clear, lighthearted conversations that will put readers at ease. Patton's prose, combined with Cannon's rich artistry, puts the fun back into the quest for fundamental truths, imparting the love of wisdom to anyone willing to grab a paddle and join the ride. A rich combination of education and entertainment, *The Cartoon Introduction to Philosophy* is a must-have book for students and professors alike.

Spider-Man and Philosophy

Untangle the complex web of philosophical dilemmas of Spidey and his world—in time for the release of *The Amazing Spider-Man* movie Since Stan Lee and Marvel introduced Spider-Man in *Amazing Fantasy* #15 in 1962, everyone's favorite webslinger has had a long career in comics, graphic novels, cartoons, movies, and even on Broadway. In this book some of history's most powerful philosophers help us explore the enduring questions and issues surrounding this beloved superhero: Is Peter Parker to blame for the death of his uncle? Does great power really bring great responsibility? Can Spidey champion justice and be with Mary Jane at the same time? Finding your way through this web of inquiry, you'll discover answers to these and many other thought-provoking questions. Gives you a fresh perspective and insights on Peter Parker and Spider-Man's story lines and ideas Examines important philosophical issues and questions, such as: What is it to live a good life? Do our particular talents come with obligations? What role should friendship play in life? Is there any meaning to life? Views Spider-Man through the lens of some of history's most influential thinkers, from Aristotle, Thomas Aquinas, and Immanuel Kant to Nietzsche, William James, Ayn Rand, and Alasdair MacIntyre

Action Philosophers!

In graphic novel format, explains the theories of various philosophers through humorous examples and anecdotes.

Introducing Foucault

This book places Michel Foucault's work in its turbulent philosophical and political context, and critically explores his mission to expose the links between knowledge and power in the human sciences, their discourses and institutions. It explains how Foucault overturned our assumptions about the experience and perception of madness, sexuality and criminality, and the often brutal social practices of confinement, confession and discipline.

The Routledge Companion to Comics

This cutting-edge handbook brings together an international roster of scholars to examine many facets of comics and graphic novels. Contributor essays provide authoritative, up-to-date overviews of the major topics and questions within comic studies, offering readers a truly global approach to understanding the field. Essays examine: the history of the temporal, geographical, and formal development of comics, including topics like art comics, manga, comix, and the comics code; issues such as authorship, ethics, adaptation, and translating comics connections between comics and other artistic media (drawing, caricature, film) as well as the linkages between comics and other academic fields like linguistics and philosophy; new perspectives on comics genres, from funny animal comics to war comics to romance comics and beyond. The *Routledge Companion to Comics* expertly organizes representative work from a range of disciplines, including media and cultural studies, literature, philosophy, and linguistics. More than an introduction to the study of comics, this book will serve as a crucial reference for anyone interested in pursuing research in the area, guiding students, scholars, and comics fans alike.

Action Philosophers!: Joseph Campbell

"The material in this book originally appeared in periodical form in Action philosophers #1-3"--T.p. verso.

Introducing Philosophy

Philosophers have always enjoyed asking awkward and provocative questions, such as: What is the nature of reality? What are human beings really like? What is special about the human mind and consciousness? Are we free to choose who we are and what we do? Can we prove that God exists? Can we be certain about anything at all? What is truth? Does language provide us with a true picture of the world? How should we behave towards each other? Do computers think? Introducing Philosophy is a comprehensive graphic guide to the thinking of all the significant philosophers of the Western world from Heraclitus to Derrida. It examines and explains their key arguments and ideas without being obscure or solemn. Lively and accessible, it is the perfect introduction to philosophers and philosophical ideas for anyone coming to the subject for the first time.

The Aesthetics of Comics

'A genre-breaking insight into one of the greatest thinkers of the 20th century' Stylist's Emerald Street 'Incredible' Deborah Levy A hero of political thought, the largely unsung and often misunderstood Hannah Arendt is perhaps best known for her landmark book, *The Origins of Totalitarianism*. Arendt led an extraordinary life. Having endured Nazi persecution firsthand, she fled across Europe, coming to live in a world inhabited by such luminaries as Marc Chagall, Marlene Dietrich, Albert Einstein and Sigmund Freud. She ultimately sacrificed her unique genius for philosophy and her love of a much-compromised man – the philosopher and Nazi-sympathiser Martin Heidegger – for what she called 'love of the world'. Strikingly illustrated, this compassionate and timely biography illuminates the life of a complex, controversial, deeply flawed yet irrefutably courageous woman whose experiences and writings shine a light on how to live as an individual and a public citizen in troubled times.

The Three Escapes of Hannah Arendt

Contains colored map on lining of dust jacket.

The Nao of Brown

Collecting chapters from authors all over the world, this volume examines and expounds the rich tapestry of meanings, expressions, and cultural insights found in the medium of comics.

Cultural Excavation and Formal Expression in the Graphic Novel

A contemporary graphic novel adaptation of a spiritual classic. This graphic-novel version of the *Tao Te Ching*—the poetic classic that is the philosophical and religious basis of Taoism—brings the teachings into a modern light in a completely fresh and unique way. Each of the 81 poem-passages of the *Tao Te Ching* is reinterpreted by award-winning graphic novel writer Sean Michael Wilson and brought to life by the artful illustrations of Hong Kong artist Cary Kwok, who sets the text in various contemporary scenes to bring out the modern relevance.

Tao Te Ching

Hello fans, super-fans, and the guy who just picked up this book as something to read on the can! What you hold in your hands is the irreverent musings, frivolous wisdom, and pure comedy gold of my life – all in one little book. Now that's a big load to stuff in such a small opus!

The Philosophy of Deadpool

This accessible primer explains the basics of Western thought in an easy-to-understand manner for the beginning student of philosophy. Starting with basic questions posed by the ancient Greeks, the book takes readers on an entertaining odyssey through philosophic history. Illustrated.

Philosophy for Beginners

How do comics produce such a striking range of vibrant stories, representations, and expressions of the sensibilities of their creators? Henry John Pratt's 'The Philosophy of Comics' provides a ground-breaking, illustrated introduction to the study of comics and graphic novels, advancing the field of comics studies by attending to some of its most notable problems. Pratt examines the history of

comics, the contrast between comics and cartoons, the tenuous place of comics in the art world, and what it is to be a comic in the first place. Comics work through extensive modes of representation and expression, including through film, non-graphic literature, and theatre.

The Philosophy of Comics

The controversial classic work of one individual's will versus the subjugation of society—now available as a compelling graphic novel. In all that was left of humanity there was only one man who dared to think, seek, and love. He, Equality 7-2521, would place his life in jeopardy. For his knowledge was regarded as a treacherous blasphemy. He had rediscovered the lost and holy word..."I".

Ayn Rand's Anthem

Comic books have increasingly become a vehicle for serious social commentary and, specifically, for innovative religious thought. Practitioners of both traditional religions and new religious movements have begun to employ comics as a missionary tool, while humanists and religious progressives use comics' unique fusion of text and image to criticize traditional theologies and to offer alternatives. Addressing the increasing fervor with which the public has come to view comics as an art form and Americans' fraught but passionate relationship with religion, *Graven Images* explores with real insight the roles of religion in comic books and graphic novels. In essays by scholars and comics creators, *Graven Images* observes the frequency with which religious material—in devout, educational, satirical, or critical contexts—occurs in both independent and mainstream comics. Contributors identify the unique advantages of the comics medium for religious messages; analyze how comics communicate such messages; place the religious messages contained in comic books in appropriate cultural, social, and historical frameworks; and articulate the significance of the innovative theologies being developed in comics.

Graven Images

"What if there's an alternative universe with a different moral code? What if we are being deceived by an evil genius? Examining the deep philosophical topics addressed in superhero comics, this entertaining book reads plot lines for the complex "thought experiments" they contain and analyzes their implications as if the comic authors were philosophers. In doing so, authors Chris Gavalier and Nathaniel Goldberg—a comics expert and a philosophy scholar, respectively—find that superhero comics often depict philosophical thought experiments more fully than philosophers do, and with surprising results. For example, René Descartes briefly worries that we are being deceived by an evil genius, but Marvel Comics explores this concern—and its consequences—over decades. Similarly, in a few paragraphs philosophers Terry Horgan and Mark Timmons imagine a "moral twin earth" with deviant morality, while DC Comics dedicates multiple comics to different moral twin earths in which readers see multiple deviant moralities play out"---

Superhero Thought Experiments

Looks at the ideas of the Austrian philosopher who argued that it cannot be certain that a rhinoceros is not in any given room.

Wittgenstein's Rhinoceros

This monograph presents a prototype theory-based approach to the graphic novel as a narrating genre. After a historical contextualization, the graphic novel is defined through the core feature of complexity and seven gradable subcategories. With regard to narration, the author challenges concepts from classical narratology like the 'narrator' and 'focalization' to finally discuss aspects of subjectivity, a focal paradigm in the latest research.

Reading Graphic Novels