

What is Alternative Literacy? And Why are we Talking About it?

Craft, S. (2024, January 8). *48+ US Literacy Statistics 2024*. ThinkImpact.
<https://www.thinkimpact.com/literacy-statistics/>

- “On average, nationwide, 66% of 4th grade children in the U.S. could not read proficiently in 2013.”
- “54% of adults have a literacy below a 6th-grade level (20% are below 5th-grade level).”
- “On average, 79% of U.S. adults nationwide are literate in 2024.”

Elliott, D. (2023, June 22). *U.S. reading and math scores drop to their lowest levels in decades*. NPR.
<https://www.npr.org/2023/06/22/1183653578/u-s-reading-and-math-scores-drop-to-their-lowest-levels-in-decades>

- “Well, the big story is that these additional data show how badly the pandemic has disrupted the learning of students. These were teenagers, 13-year-olds. Thirteen means that they were about 10 or 11 when the COVID hit three years ago. And so these data here today show that the reading and math scores have declined and especially the math scores here - widespread declines, showing students are really scoring very similar to what we picked up in the 1970s.”
- “So what we're picking up now is that there are a lot of other factors that are impacting the well-being of students - mental health. We are seeing chronic absenteeism. We're seeing a bullying increase. And then, of course, we all know about crime and safety in schools. So the big picture is that we need to think about the whole child, not just the academics, which are important, but we really need to focus on all the well-being - factors affecting the well-being of the student.”

Graphic Novels: What are They?

Murray, C. (2023, December 15). *Graphic Novel*. Encyclopædia Britannica.
<https://www.britannica.com/art/graphic-novel>

- “Graphic novel, in American and British usage, a type of text combining words and images—essentially a comic, although the term most commonly refers to a complete story presented as a book rather than a periodical.”

Kunzle, D. M. (2023, November 30). *Comic Strip*. Encyclopedia Britannica.
<https://www.britannica.com/art/comic-strip>

- “Comic strip, series of adjacent drawn images, usually arranged horizontally, that are designed to be read as a narrative or a chronological sequence. The story is usually original in this form. Words may be introduced within or near each image, or they may be dispensed with altogether. If words functionally dominate the image, it then becomes merely illustration to a text. The comic strip is essentially a mass medium, printed in a magazine, a newspaper, or a book.”

Pagan, A. (2018, December 27). *A Beginner's Guide to Manga*. The New York Public Library.
<https://www.nypl.org/blog/2018/12/27/beginners-guide-manga>

- “Manga is an umbrella term for a wide variety of comic books and graphic novels originally produced and published in Japan. Unlike American comic books, which are usually printed in full color, Japanese manga are almost always published in black and white. Full-color prints are often only used for special releases.”

Gaule, B. (2022, March). *What is Sequential Art? From History to Today*. Pulse College.
<https://www.pulsecollege.com/what-is-sequential-art-from-history-to-today/>

- “Sequential art refers to the use of visuals – such as drawings, images and/or photos – that are used in a sequence in order to tell or illustrate a story. In some cases, it includes a combination of visuals and text though text is not necessary for it to be considered sequential art.”

Graphic Novels: Why They are Important

Liu, J. (2004). Effects of comic strips on L2 learners' reading comprehension. *TESOL Quarterly*, 38(2), 225–243. <https://doi.org/10.2307/3588379>

- Many reading comprehension studies consider the extent to which visuals, that is, any graphic display that portrays all or some of the accompanying text's content, help readers to comprehend factual information. These studies usually compare how well readers remember a text with visuals and how well they remember a text without visuals, and they generally find that visuals in text facilitate readers comprehension and memory.
- ...the low-level students receiving the high-level text with the comic strip scored significantly higher than the low-level students receiving the high-level text only. Adding comic strips to the high-level text for the more proficient learners, however, does not enhance this groups recalls.
- ...when the comic strips do not reflect the high-level text's linguistic complexities, the simpler comics tend to interfere with readers' ability to construct a mental model as complex as the text. According to this logic, to construct an accurate mental model of the text, readers need visuals that closely mirror the text's structure and complexity. The compatibility of the comic strips with the low-level text supports this logic. They greatly facilitated the comprehension of the low intermediate level students in the study.

Merc, A. (2018). The Effect of Comic Strips on Secondary EFL Students' Reading Comprehension and Writing Ability. *International Journal on New Trends in Education and Their Implications*, 4(1), 54–64.

- ...all participants with a comic strip recalled better than the ones without a comic strip. Moreover, all participants with a higher proficiency level recalled the texts better than the ones with a lower proficiency level. Finally, the participants with a low-level text recalled better than the ones with a higher-level text.

Chappell, C. S. (2023, November 2). *Comics Academe: Comics Are a Graphic Education for Dyslexic Readers*. WWAC.

<https://womenwriteaboutcomics.com/2023/11/comics-academe-comics-are-a-graphic-education-for-dyslexic-readers/>

- For example, letters like “b” and “d” are confusing in fonts like Times New Roman because they look similar. Along with that, the writing looks less crowded in certain fonts. For these reasons, fonts like Comic Sans and Arial are easier to read for people with dyslexia (via British Dyslexia Association), and it's these fonts and similar fonts that are used in comic books.
- Another reason comics are accessible for dyslexic readers is because of how the writing is spaced out. Unlike prose, which is a wall of text, the dialogue in comics is broken up into bubbles and caption blocks.

Team, D. A. (2018, August 27). *Comics and dyslexia: A curious connection...*

<https://www.dyslexicadvantage.org/comics-and-dyslexia-a-curious-connection/>

- A comic book trains your brain. It works the right muscles and, if you're struggling, it can teach you to read. You see images for context, you see the words that go with them, and your mind learns to fill in the blanks. You learn to build the narrative as you go. As a child, I suddenly got it. I had a structure, a guide for processing the information I was taking in, and where to store it. I had a reason to keep moving through the pages.

Stamper-Halpin, P. (2023, February). *(News for Authors) Trends and Cultural Impact in Graphic Books: Novels, Memoirs, Comics, and More*. Penguin Random House.

<https://authornews.penguinrandomhouse.com/trends-and-cultural-impact-in-graphic-books-novels-memoirs-comics-and-more/>

- Comics/manga/graphic novels consistently rank as one of the top genres kids read for fun, often outranking other popular genres such as middle grade and young adult novels and books with favorite characters or movie tie-ins.

MacDonald, H. (2022, June 10). *Comics Librarians are up for the Fight*. PublishersWeekly.com. <https://www.publishersweekly.com/pw/by-topic/industry-news/libraries/article/89572-comics-librarians-a-re-up-for-the-fight.html>

- Sales of graphic novels—especially manga—have boomed during the pandemic, as have their readership in libraries. Despite lockdowns and supply chain issues, comics remains one of the most popular categories in library lending over the past decade.

Diaz, A. (2021, May 13). *Paperback Manga has Taken over the World*. Polygon. <https://www.polygon.com/22434330/paperback-manga-bookselling-viz-media-barnes-noble-anime-comic-s-sales-figures-my-hero-academia>

- “Manga sales have been steadily increasing for the past several years but 2020 saw an explosive growth,” Kevin Hamric, vice president of publishing sales at Viz Media, the largest manga publisher in America, told Polygon over email. Hamric shared that, according to the consumer research group NPD Bookscan, manga grew by nearly 43% in 2020.
- More recently, data from the trade publication Publishers Weekly, a trade magazine for booksellers, showed that the superhero-inspired manga *My Hero Academia* Vol. 27 by Kohei Horikoshi was the sixth best-selling book in the country in early April.

McCullough, H. (2023, February 4). *My Hero Academia Manga Crosses 85 Million Copies in Circulation*. CBR. <https://www.cbr.com/my-hero-academia-manga-85-million-copies-circulation/>

- According to an announcement posted on the series' official Twitter, the superhero shonen has more than 85 million copies in circulation worldwide. This milestone makes *My Hero Academia* one of the best-selling manga in history, alongside icons like Hiromu Arakawa's *Fullmetal Alchemist* and Yoshihiro Togashi's *Hunter x Hunter*. However, Horikoshi's series has a long way to overtake Eiichiro Oda's masterpiece, *One Piece*, which currently stands as the best-selling manga of all time, with over 516 million copies sold globally.

EveryLibrary. (2023, March 20). *Graphic Novels: Not just Comic Books*. EveryLibrary Action. https://action.everylibrary.org/graphic_novels_not_just_comic_books#:~:text=Nurtures%20an%20Appreciation%20for%20Art&text=When%20paired%20with%20beautiful%2C%20expressive,readers%20to%20interpret%20visual%20language.

- On its own, writing is already an art form. When paired with beautiful, expressive illustrations, it allows readers to gain a whole new appreciation for a separate art form. While both are important for different purposes, graphic novels encourage readers to interpret visual language. After all, paintings are often much deeper than their surface-level appearance. Paired with specific pieces of text, graphic novels make you think critically about the art you're engaging with.
- Graphic novels are just as capable of improving literacy and writing skills as traditional printed novels. In fact, graphic novel adaptations of classic literature like *Pride and Prejudice* and *To Kill a Mockingbird* make these books more accessible and understandable. Even so, people still need to read the text alongside the novel's included illustrations. This teaches readers proper punctuation, grammar guidelines, and literary interpretation

Kelley, B. (2010). Sequential Art, Graphic Novels, and Comics. *SANE Journal: Sequential Art Narrative in Education*, 1(1). <https://doi.org/http://digitalcommons.unl.edu/sane/vol1/iss1/10>

- Many visual images tell stories. When one looks at a piece of visual art in a museum, such as the world of Frida Kahlo, he/she attempts to form a connection with the image, using language to form an understanding of the artwork which a) sets the image in context, b) analyzes the components of the image, and c) tries to unveil the narrative of the image. The artist conveys the narrative by relying on metaphoric images, lines, colors, patterns, and detail. Art, then, serves as a function and form of communication and is complimentary, though not an adjunct, to language. It helps the viewer/observer/participant to frame language-based responses. Humans typically express thoughts in the form of language, and students' responses to images, though perhaps cognitively silent, still help students utilize language (Vygotsky, 1978; Vygotsky, 1986). The reader of art sees these details and explores how the author employs artistic devices to communicate his/her understandings, perceptions, emotions, or ideas, helping the voyeur to be exposed to new ways of envisioning the world and thereby increasing his/her knowledge (Arnheim, 2004). In many cases, graphic novels use the same types of artistic devices. However, unlike traditional artists, the work of a graphic novelist or graphic illustrator moves from one canvas to multiple panels and pages of a book (McCloud, 1993). The details, though sometimes made miniscule by the number of panels and frames on a page, are still important to the story, and readers must be attuned to those details in order to fully integrate meaning between text and image. Like a traditional piece of literature in which authors choose their words carefully, the graphic novelist thinks critically about the color, line, form, shape, and detail as well as the language he/she uses. The story conveyed by a graphic novelist, then, is as intricate as a story told by a traditional author, regardless of the age group of the target audience.

Scholastic Parents Staff. (2023, October 16). *3 Ways Graphic Novels Benefit Reading Skills*. Scholastic: Parents.

<https://www.scholastic.com/parents/books-and-reading/raise-a-reader-blog/3-reasons-graphic-novels-can-be-great-young-readers.html#:~:text=Graphic%20novels%20are%20high%2Dquality,Characters%20are%20developed%20and%20dynamic>

- Graphic novels are high-quality reading material. Just like traditional novels, graphic novels have exciting and complex plots, characters, and conflicts. The plots have twists and turns. Characters are developed and dynamic. Conflicts are presented, unwound, and resolved like they are in other texts. The only difference is that graphic novels have more images to support the development.

Cousins, C., & Gallant, K. (2017). Multiple Media and Empathy. *YA Hotline*, No. 105.

- Graphic novels share many similarities with traditional novels, but they exist on the boundary of two media; they are both images and text. It is this duality that makes them both enjoyable and useful for teenagers developing empathy...The history of popular and current graphic novels as being a blend of influences and cultures is significant when considered with the ability of the medium to quite literally show the reader a story from a culture or situation with which they may not be as familiar.

Stout, C. J. (1999). The Art of Empathy: Teaching Students to Care. *Art Education*, 52(2), 21-24-33-34. <https://doi.org/10.2307/3193759>

- It is the aesthetic experience that makes possible "privileged moments" through which students can live new experiences and move beyond the limitations of self. Within such moments are the myriad worlds of the artists, their private neighborhoods of thoughts and feelings where windows are always open and doors are ajar, just enough to allow a peek, to pose possibilities for care

Williams, R. M.-C. (2008). Image, Text, and Story: Comics and Graphic Novels in the Classroom. *Teaching and Learning Publications*, 13–19. <https://doi.org/10.1080/00043125.2008.11652072>

- These texts also can aid students in exploring important social issues. Graphic novels, like a compelling work of art, or a well-crafted piece of writing, have the potential to generate a sense of empathy and human connectedness among students. For example, in *Maus I* by Art Spiegelman (1986), *Persepolis* by Marjane Satrapi (2004), or *Palestine* by Joe Sacco (2002), it is impossible for readers not to feel some sense of empathy with the main characters and the conflicts they endure and witness. Readers watch characters wrestle with history and their personal and surprising reactions to events. Empathy is one of the most important topics generated by this type of material. Art allows viewers to step into the eyes of another and consider a different point of view.

Hughes, K., Jacob, M., & Khor, S. Y. (2021, November 29). *For many Asian Americans, graphic novels are way to explore history, fight racism*. NBCNews.com.

<https://www.nbcnews.com/news/asian-america/many-asian-americans-graphic-novels-are-way-explore-history-fight-raci-rcna6072>

- Graphic novels, with their powerful blend of images and words, have grown in popularity as a literary genre to explore the legacy of racism and the complexity of the immigrant experience. And in recent years, Asian American writers are increasingly publishing works that reckon with the country's racial injustices, past and present.

McCormack, O. (2023, January 24). How comics changed queer americans' lives — and why bans might backfire. *The Washington Post*. Retrieved February 3, 2024, from

<https://www.washingtonpost.com/arts-entertainment/2023/01/22/alison-bechdel-queer-comics-pbs/>

- So much of the gay and lesbian civil rights movement has been about visibility. People had been hidden in the past. You didn't want to betray that you were queer, and one of the other particular things about being queer is that often you can pass. You're not evidently gay. And so making ourselves visible in these comics, I think, is a big part of why it has been such a fertile medium for us, because we literally need to see ourselves. Because we haven't.

Galvan, P., Advani, R., & Martínez, A. (2022, December 28). *Banned books: Author Jerry Craft on telling stories all kids can identify with*. NPR.

<https://www.npr.org/2022/12/28/1144458555/banned-books-author-jerry-craft-new-kid>

- In my opinion, a lot of the books with African American protagonists ... there's this really big thing that happens — a life changing event, catastrophic, death or police or someone goes to jail or drugs — and I didn't want to show that. So there is no catastrophe in *New Kid*, but it's just kind of the day-to-day code switching you get so used to at an early age. My dad lived in the time where they had white drinking fountains and Black drinking fountains. So, I'm only one generation removed from that. He didn't expect anything... So when you think of the things that our ancestors had to deal with and even stuff that my dad [dealt with], having someone call you the wrong name or touch your hair — it's not catastrophic by nature. It's annoying. I really did want to have a book where you could read it and relax and just kind of subtly point out things that we can all do to improve how these kids grow up.
- I'm a parent... I do think that, as a parent, you have every right to decide what your kid can and cannot read... But you don't have the right to tell me what my kid can read. Because a lot of time kids will find themselves in books. They may not even be able to have [certain] discussions at home. I don't know what it's like at 12 years old to realize that I'm gay and I want to come out to my parents who are going to hate me and disown me because of that. But there are books with those characters that kids can find out that they're not the only ones.

Graphic Novels: Recommendations

Brown, S. (2021, March 10). *Women's History Month, Celebrating Women in Comics: Naoko Takeuchi*. Comfort Food Comics.

<https://comfortfoodcomics.wordpress.com/2021/03/10/womens-history-month-naoko-takeuchi-by-sasha-brown/>

- Looking at both the novelty of the concept and the then-untapped market of selling superhero power fantasies to adolescent girls, it's extremely obvious in hindsight why it was such a success.

TTRPGS and Other Games: What are They?

What Exactly is a Tabletop Role-Playing Game Anyway?. Game to Grow. (2018, March 15).

<https://gametogrow.org/what-we-do/what-exactly-is-a-tabletop-role-playing-game-anyway/>

- A tabletop role-playing game is “a fun and structured cooperative activity with predictable rules and unpredictable outcomes that takes place directly with other people around a table, where players are playing as characters they create in an open, interactive, responsive world facilitated by a game master.

TTRPGS and Other Games: Why They are Important

International Literacy Association. (2022, October 18). *Using Dungeons & Dragons to Scaffold Writing Instruction*. YouTube. https://www.youtube.com/watch?v=_3hPBenqXb4

- Kids started exposing themselves to vocab; because when you think, if you are brand new here, think Lord of the Rings language, tavern, you know, that kind of thing, where students that I was working with, English wasn't their first language so this was amazing vocabulary. (22:03)
- So if you are sitting there thinking: wow the boards the rules the players the characters the backstories everything all I did was I took the concept and the inspiration of Dnd and how it works and took that into my classroom to engage kids in writing. And believe me, by the end of it, they were so engaged in writing, and their skills had developed obviously, language and sentence structure all of those things. (22:36)
- On the one hand, we can use things like Dnd and roleplaying to really change the tasks right that we engage our students in, focus on what motivates and interests them. And then the second big thing I heard, was we can use these resources to reduce the cognitive load and the cognitive burden that is placed on our students. So that, for example, we can first just focus on storytelling and developing our characters and maybe later lets come back and clean up the grammar and do the heavy editing that may initially feel less motivating but once you've got a cool story in front of you might be a little more fun. (22:38)
- I think the challenge of writing, both the sort of pain and joy of writing, is that you have to articulate your ideas really clearly and choose a few words to describe the thinking. And your a narrator, your often characters you're thinking about your audience, so this is a pretty complex thinking task that we are asking kids to do. And roleplaying games really lend themselves to being able to think in a lot of different perspectives at once. Yourself as you the kid, your the player who wants to be able to get past the mud puddle to the castle, and you are also the in fiction character and so this helps thinks about things in lots of different ways and allows for you to make decisions as a writer that you might not be able to do just when you are in yourself as yourself. (26:22)

Corliss, C. (2021, May 19). *Dungeons and Dragons Infographic Shows how Popular the Game has Become*. Game Rant. <https://gamerant.com/dungeons-and-dragons-infographic-2021/>

- ...more than 50 million players in 2020, with steady growth for the past 7 years.

Video Games: What are They?

Oxford Languages. (n.d.). *Vid.e.o Game*. Google.

https://www.google.com/search?q=what%2Bis%2Ba%2Bvideo%2Bgame&sca_esv=600263652&rlz=1C1GCEA_enUS1076US1076&ei=Qm6tZcihFsu90PEPrIGygAE&ved=0ahUKewjIyrC9me-DAXXLHjQIH ayADBAQ4dUDCBA&uact=5&oq=what%2Bis%2Ba%2Bvideo%2Bgame&gs_lp=Egxn3Mtd216LXNlcnAiFHdoYXQgaXMgYSB2aWRlbyBnYW11MgUQABiABDIFEAAAYgAQyBRAAGIAEMgUQABiABDIFEAAAYgAQyBRAAGIAEMgUQABiABEj7GVAAWIYcAN4AJABAjgBkAGgAZENqgEEMjAuMrgBA8gBAPgBAagCFMICExAAGIAEGIoFGEMY6gIYtALYAQHCAhkQLhiABBiKBRhDGMcBGNEGOoCGLQC2AEBwgIZEC4YgAQYigUYQxjHARivARjqAhi0AtgBAcICEBAAGAMYjwEY6gIYtALYAQLCAhAQLhgDGI8BGOoCGLQC2AECwgIKEAAyAQYigUYQ8ICCxAAGIAEGLEDGIMBwgIQEAAyAQYigUYQxixAxiDAcICERAUgIAEGLEDGIMBGMcBGNEdwgIOEC4YgAQYsQMYxwEY0QPCAggQABiABBixA8ICBRAuGIAEwgILEC4YgAQYxwEYrwHCAGsQLhiABBiKBRjRA8ICCxAuGIAEGLEDGIMBwgIREC4YgAQYsQMYgwEYxwEYrwHCAGsQABiABBikBRiRAsICEBAAGIAEGIoFGAoYsQMYgwHCAGoQABiABBgKGLDwgIOEAAyAQYigUYsQMYgwHCAGQABgDwgIIEC4YgAQYsQPCAg4QABiABBikBRiRAhixA8ICEBAAGIAEGIoFGJECGEYY-QHCAicQABiABBikBRiRAhhGGPkBGJcFGIwFGN0EGEYY9AMY9QM Y9gPYAQPCAgQLhiABBiKBRiRAuIDBBgAIEG6BgQIARgHugYGCAIQARgKugYGCAMQARgT&scient=gws-wiz-serp

- a game played by electronically manipulating images produced by a computer program on a television screen or other display screen.

Merriam-Webster. (2024, January 27). *Video Game Definition & Meaning*.

<https://www.merriam-webster.com/dictionary/video%20game>

- an electronic game in which players control images on a video screen

Video Games: Why They are Important

Deloitte. (2022, June 29). *Why gaming is so popular with consumers*. The Wall Street Journal. Retrieved February 3, 2024, from

<https://deloitte.wsj.com/cmo/why-gaming-is-so-popular-with-consumers-01656429100>.

- more than 80% of U.S. respondents to Deloitte's 2022 Digital Media Trends survey play video games, with half of smartphone owners gaming on their mobile device every single day.

Westcott, K., Arbanas, J., Arkenberg, C., Auxier, B., Loucks, J., & Downs, K. (2022, March 28). *2022 Digital Media Trends, 16th edition: Toward the Metaverse*. Deloitte Insights.

<https://www2.deloitte.com/us/en/insights/industry/technology/digital-media-trends-consumption-habits-survey/summary.html?id=us%3A2el%3A3dp%3Aawsjspon%3Aawa%3AWSJCMO%3A2022%3AWSJFY23>

- Gen Z and Millennial gamers spent an average of 11 hours per week playing.
- About half of US gamer respondents say that playing video games helps them stay connected to other people, and a similar share say making connections is important to them while gaming.
- ...nearly 60% report that gaming helped them through a difficult time.
- 61% of US gamers say that personalizing their game character or avatar helps them express themselves.

The Berlin School Of Creative Leadership. (2015, October 13). *An Argument that Video Games Are, Indeed, High Art*. Forbes.

<https://www.forbes.com/sites/berlinschoolofcreativeleadership/2015/10/13/an-argument-that-video-games-are-indeed-high-art/?sh=583c02937b3c>

- Video games are a medium of mediums. Composers create soundtracks and effects, artists create 2D images and 3D models, writers draft story arcs and dialogue, and programmers choreograph all the moving pieces into a seamless world. The art is a hodgepodge of art. The players/audience experience the games in a first person sort of way.

How to Implement: TTRPGS and Other Games

Maxwell, L. (2023). *Let's Roll: a Guide to Setting up Tabletop Role-Playing Games in your School or Public Library*. Facet Publishing.

International Literacy Association. (2022, October 18). *Using Dungeons & Dragons to Scaffold Writing Instruction*. YouTube. https://www.youtube.com/watch?v=_3hPBEnqXb4

International Literacy Association. (2022a, August 18). *Leveling up Reluctant Readers with Dungeons & Dragons*. YouTube. <https://www.youtube.com/watch?v=rGiVT4dIHNY&t=872s>

International Literacy Association. (2022a, July 16). *Building Emotional Literacy Through Dungeons & Dragons*. YouTube. <https://www.youtube.com/watch?v=MgJwPavm7d0>

Supplemental Material

Andrew, M. (2023, December 9). *The Rise of Tabletop Role-Playing Games: Why They're More Popular Than Ever*. Medium.

<https://medium.com/@mason.andrew/the-rise-of-tabletop-role-playing-games-why-theyre-more-popular-than-ever-ea2dcc69af6d>

Annie E. Casey Foundation. (n.d.). *Early Warning! Why Reading by the End of Third Grade Matters*. <https://www.aecf.org/resources/early-warning-why-reading-by-the-end-of-third-grade-matters>

Bean, A., & Connell, M. (2023). The Rise of the Use of Ttrpgs and Rpgs in Therapeutic Endeavors. *Journal of Psychology and Psychotherapy Research*, 10, 1–12.

<https://doi.org/10.12974/2313-1047.2023.10.01>

Bowkett, S., & Hitchman, T. (2012). *Using Comic Art to Improve Speaking, Reading and Writing*. Routledge.

Dungeons, Delves, and Dice. (2019, June 23). *The Psychology of Why We Love Role Playing Games*. Medium.

<https://medium.com/@d3ballads/the-psychology-of-why-we-love-role-playing-games-29e9ae45efe4>

- Hillesheim, B. (2023, November 29). *Diversity in Indie Comics: Embracing Varied Voices and Visions*. The Indie Comix Dispatch.
<https://indiecomixdispatch.com/black-comics/diversity-in-indie-comics-embracing-varied-voices-and-visions/>
- Maveal, C. (2022, November 1). *Black, White, and Grey All Over: Where Binary Teaching Fails Underground Comix*. The Gutter Review.
<https://www.thegutterreview.com/black-white-and-grey-all-over-where-binary-teaching-fails-underground-comix/>
- McCloud, S. (1994). *Understanding Comics: The Invisible Art*. William Morrow Paperbacks.
- Moeller, R. A., & Becnel, K. (2018). Drawing Diversity: Representations of Race in Graphic Novels for Young Adults. *School Library Research: Research Journal of the American Association of School Librarians*, 21.
- Öz, H., & Efecioglu, E. (2015). Graphic Novels: An Alternative Approach to Teach English as a Foreign Language. *Journal of Language and Linguistic Studies*, 11(1), 75–90.
- Rello, L., & Baeza-Yates, R. (2013). Good Fonts for Dyslexia. *Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility*. <https://doi.org/10.1145/2513383.2513447>
- Shannon. (2015, November 12).
- Neil Gaiman, Sandman and the Rise of the Graphic Novel*. thelibrary.org.
<https://thelibrary.org/blogs/article.cfm?aid=4058>
- Snow, C. E., Burns, M. S., & Griffin, P. (Eds.). (1998). *Preventing Reading Difficulties in Young Children*. National Academy Press.
- Tagoe, V., & Torres, J. E. (2022). *Liven Up Your Library: Design Engaging and Inclusive Programs for Tweens and Teens*. International Society for Technology in Education.
- Thomas, C. (2023, January 2). *How a new generation of gamers is pushing for inclusivity beyond the table*. PBS.
<https://www.pbs.org/newshour/arts/how-a-new-generation-of-gamers-is-pushing-for-inclusivity-beyond-the-table>