

Graphic novel analysis paper

April 2014

Advanced Interactive Graphic Novels on Mobile Touchscreen Devices
Graphic novel analysis paper – Partner number – Partner acronym, Country,
WP 5: Deliverable number 21

<i>Project Title</i>	<i>Advanced Interactive Graphic Novels on Mobile Touchscreen Devices</i>
<i>Project Acronym</i>	<i>AGnovel</i>
<i>Grant Agreement No.</i>	<i>2013-3792/001-001</i>
<i>Reference No.</i>	<i>543284-LLP-1-2013-1-DE-KA2-KA2MP</i>

Name of Institution:

Partner Number:

1 Introduction: What is a graphic novel at your state of research?

YOUR TEXT

2 Development of graphic novels in your country (past and present)

YOUR TEXT

3 Scientific relevance (research) for the use of graphic novels

YOUR TEXT

4 Reasons for the use of graphic novels in the classroom and specifically for language learning

YOUR TEXT

5 Application possibilities in teaching

YOUR TEXT

References

Bakis, M. & Carter, J. B. (2012): *The Graphic Novel Classroom: Powerful Teaching and Learning with Images*. Thousand Oaks, CA: Corwin Press.

Carter, J. B. (2007): *Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel*. Urbana, IL: National Council of Teachers of English.

(→ Examples)