

Contents

Preface and Acknowledgements	7
Introduction	9
The Graphic Novel: Definitions and Genealogies	12
Chapter 1: Social Realism: Historical and Political Contexts	25
Twentieth-Century Political Realism	35
The State and Graphic Novel Production	40
Censorship	48
Chapter 2: Documentary	55
Memory and Authenticity	58
Visualising Memory	62
Radical Methods, Radical Forms	66
Chapter 3: Depicting Childhood in Times of Crisis	73
Satrapi's <i>Persepolis</i>	73
Surviving the Atomic Bombing in Nakazawa's <i>Barefoot Gen</i>	89
Spaces of Deprivation in <i>Jimmy Corrigan</i>	116
Chapter 4: Documenting Oppression in Sacco's <i>Palestine</i>	121
Methods of Visualisation and Documentation	125
Realism Countering Mythologies	154
Chapter 5: Visualising Discrimination and Persecution	161
A Pedagogy of Exile: Sebald's <i>Emigrants</i>	161
Documenting the Holocaust: Spiegelman's <i>Maus</i>	168
Conclusion: Graphic Novels as Realism	195
Bibliography	201
Index	211