THE GOAL A BUSINESS GRAPHIC NOVEL

THE GOAL A BUSINESS GRAPHIC NOVEL: ENGAGING STORYTELLING MEETS CORPORATE STRATEGY

THE GOAL A BUSINESS GRAPHIC NOVEL IS TO BRIDGE THE GAP BETWEEN COMPLEX CORPORATE IDEAS AND ENGAGING STORYTELLING. IN TODAY'S FAST-PACED BUSINESS ENVIRONMENT, COMMUNICATING STRATEGIES, VALUES, AND VISIONS EFFECTIVELY CAN BE A CHALLENGE. THAT'S WHERE THE UNIQUE FORMAT OF A GRAPHIC NOVEL COMES INTO PLAY. BY COMBINING VISUAL ARTISTRY WITH NARRATIVE ELEMENTS, BUSINESS GRAPHIC NOVELS CAPTIVATE AUDIENCES IN A WAY TRADITIONAL REPORTS OR PRESENTATIONS OFTEN FAIL TO DO. BUT WHAT EXACTLY MAKES THIS MEDIUM SO POWERFUL FOR BUSINESSES, AND HOW CAN COMPANIES LEVERAGE IT TO ACHIEVE THEIR GOALS?

UNDERSTANDING THE GOAL A BUSINESS GRAPHIC NOVEL AIMS TO ACHIEVE

A BUSINESS GRAPHIC NOVEL IS MORE THAN JUST A COMIC BOOK WITH A CORPORATE THEME. IT'S A CAREFULLY CRAFTED TOOL DESIGNED TO CONVEY MESSAGES, EDUCATE EMPLOYEES, INSPIRE STAKEHOLDERS, OR PROMOTE PRODUCTS THROUGH VIVID STORYTELLING AND ILLUSTRATIONS. THE PRIMARY GOAL A BUSINESS GRAPHIC NOVEL SETS OUT TO ACCOMPLISH IS SIMPLIFYING COMPLEX INFORMATION WHILE MAKING IT MEMORABLE AND RELATABLE.

COMMUNICATING COMPLEX BUSINESS CONCEPTS CLEARLY

One of the biggest hurdles in business communication is translating technical jargon and abstract ideas into something easily understood by diverse audiences. Whether it's explaining a new product, internal processes, or company culture, a graphic novel uses characters, dialogue, and visual metaphors to break down dense content. This makes it easier for employees, clients, or investors to grasp key points without feeling overwhelmed.

ENGAGING AND RETAINING AUDIENCE ATTENTION

TRADITIONAL CORPORATE COMMUNICATION METHODS—THINK LENGTHY REPORTS OR DRY POWERPOINTS—OFTEN STRUGGLE TO KEEP PEOPLE'S INTEREST. A BUSINESS GRAPHIC NOVEL LEVERAGES STORYTELLING'S INNATE APPEAL TO ENGAGE READERS EMOTIONALLY AND INTELLECTUALLY. THE COMBINATION OF COMPELLING VISUALS AND NARRATIVE HOOKS DRAWS READERS IN, ENCOURAGING THEM TO ABSORB THE MESSAGE FULLY AND REMEMBER IT LONG AFTER.

WHY BUSINESSES ARE TURNING TO GRAPHIC NOVELS FOR COMMUNICATION

The rise of digital media and changing consumer expectations have pushed companies to rethink how they communicate. Business graphic novels have emerged as a fresh alternative to conventional marketing and internal communication tools.

ENHANCING TRAINING AND ONBOARDING

Training manuals and onboarding documents can be tedious, leading to low retention rates. Graphic novels transform training content into interactive stories, helping new hires understand company values, safety procedures, or software usage in a more enjoyable way. This immersive learning method often results in better retention and faster integration into the company culture.

STRENGTHENING BRAND IDENTITY AND CULTURE

A BUSINESS GRAPHIC NOVEL CAN DEPICT THE COMPANY'S MISSION, VISION, AND VALUES THROUGH CHARACTERS AND STORY ARCS THAT EMPLOYEES AND CUSTOMERS CAN RELATE TO. FOR EXAMPLE, A STORYLINE ABOUT OVERCOMING CHALLENGES MIGHT REFLECT THE COMPANY'S DEDICATION TO INNOVATION AND RESILIENCE. THIS NARRATIVE APPROACH FOSTERS A STRONGER EMOTIONAL CONNECTION WITH THE BRAND, REINFORCING LOYALTY AND PRIDE AMONG EMPLOYEES AND CUSTOMERS ALIKE.

MARKETING AND CUSTOMER ENGAGEMENT

For marketing purposes, graphic novels allow businesses to tell product stories or brand histories creatively. This approach can differentiate a company in crowded markets by offering content that entertains while informing. Customers are more likely to share and engage with stories that feel authentic and visually appealing, amplifying brand reach organically.

KEY ELEMENTS TO CONSIDER WHEN CREATING A BUSINESS GRAPHIC NOVEL

TO MAXIMIZE THE IMPACT OF A BUSINESS GRAPHIC NOVEL, IT'S IMPORTANT TO FOCUS ON SEVERAL CRITICAL ELEMENTS DURING DEVELOPMENT.

CLEAR OBJECTIVE AND TARGET AUDIENCE

DEFINING THE GOAL A BUSINESS GRAPHIC NOVEL WANTS TO ACHIEVE IS ESSENTIAL. ARE YOU AIMING TO EDUCATE EMPLOYEES ABOUT A NEW POLICY, OR IS THE PURPOSE TO ATTRACT NEW CUSTOMERS? Understanding the target audience's PREFERENCES AND KNOWLEDGE LEVEL INFORMS THE TONE, STYLE, AND COMPLEXITY OF THE CONTENT.

COMPELLING STORYTELLING WITH RELATABLE CHARACTERS

Characters act as conduits for the message. They should embody the company's values or represent customer personas to create empathy and engagement. A well-structured narrative with conflict, resolution, and growth keeps readers invested throughout the story.

HIGH-QUALITY ILLUSTRATIONS AND DESIGN

VISUAL APPEAL IS PARAMOUNT IN GRAPHIC NOVELS. PROFESSIONAL ARTWORK THAT COMPLEMENTS AND ENHANCES THE STORY ENSURES THE MESSAGE IS CONVEYED CLEARLY AND MEMORABLY. CONSISTENT DESIGN ELEMENTS ALIGNED WITH BRAND COLORS AND STYLE ALSO REINFORCE BRAND IDENTITY.

BALANCED TEXT AND VISUALS

STRIKING THE RIGHT BALANCE BETWEEN DIALOGUE, NARRATION, AND IMAGERY IS CRUCIAL. OVERLOADING PAGES WITH TEXT CAN OVERWHELM READERS, WHILE TOO MUCH VISUAL EMPHASIS WITHOUT CONTEXT MAY CONFUSE THEM. EFFECTIVE PACING AND LAYOUT HELP MAINTAIN CLARITY AND FLOW.

TIPS FOR SUCCESSFULLY IMPLEMENTING A BUSINESS GRAPHIC NOVEL

IF YOU'RE CONSIDERING DEVELOPING A BUSINESS GRAPHIC NOVEL, HERE ARE SOME PRACTICAL TIPS TO ENSURE YOUR PROJECT MEETS ITS INTENDED GOALS.

- COLLABORATE WITH STORYTELLING AND DESIGN EXPERTS: PARTNER WITH WRITERS AND ILLUSTRATORS EXPERIENCED IN GRAPHIC NOVELS AND BUSINESS COMMUNICATION TO BLEND CREATIVITY WITH PROFESSIONALISM.
- INCORPORATE REAL-WORLD SCENARIOS: USE SITUATIONS EMPLOYEES OR CUSTOMERS FACE DAILY TO MAKE THE CONTENT RELATABLE AND ACTIONABLE.
- Test with Focus Groups: Gather feedback from your target audience to refine the story, visuals, and messaging before wide distribution.
- INTEGRATE INTERACTIVE ELEMENTS: CONSIDER DIGITAL VERSIONS WITH CLICKABLE HOTSPOTS, ANIMATIONS, OR EMBEDDED VIDEOS TO ENHANCE ENGAGEMENT.
- ALIGN WITH OVERALL COMMUNICATION STRATEGY: ENSURE YOUR GRAPHIC NOVEL COMPLEMENTS OTHER MARKETING OR TRAINING MATERIALS FOR A COHESIVE BRAND MESSAGE.

THE FUTURE OF BUSINESS GRAPHIC NOVELS IN CORPORATE COMMUNICATION

AS BUSINESSES CONTINUE TO SEEK INNOVATIVE WAYS TO COMMUNICATE INTERNALLY AND EXTERNALLY, THE POPULARITY OF GRAPHIC NOVELS IS POISED TO GROW. ADVANCES IN DIGITAL PUBLISHING AND MULTIMEDIA INTEGRATION ALLOW THESE STORIES TO REACH WIDER AUDIENCES ACROSS PLATFORMS LIKE SOCIAL MEDIA, MOBILE APPS, AND CORPORATE INTRANETS.

Moreover, the shift toward employee-centric and customer-focused communication highlights the need for content that resonates on a personal level. Business graphic novels fulfill this by blending entertainment with education, making them a powerful tool for knowledge transfer and brand storytelling.

IN ESSENCE, THE GOAL A BUSINESS GRAPHIC NOVEL PURSUES—TO INFORM, ENGAGE, AND INSPIRE THROUGH VISUAL NARRATIVE—IS PERFECTLY ALIGNED WITH THE EVOLVING DEMANDS OF MODERN CORPORATE COMMUNICATION. WHETHER USED FOR ONBOARDING, MARKETING, OR CULTURE-BUILDING, THIS FORMAT OFFERS A FRESH, MEMORABLE WAY TO CONNECT WITH PEOPLE AND CONVEY MEANINGFUL MESSAGES THAT STICK.

FREQUENTLY ASKED QUESTIONS

WHAT IS 'THE GOAL' BUSINESS GRAPHIC NOVEL ABOUT?

'THE GOAL' BUSINESS GRAPHIC NOVEL IS AN ADAPTATION OF ELIYAHU M. GOLDRATT'S FAMOUS BOOK, FOCUSING ON THE THEORY OF CONSTRAINTS AND HOW IT CAN BE APPLIED TO IMPROVE MANUFACTURING PROCESSES AND OVERALL BUSINESS PERFORMANCE.

WHO IS THE TARGET AUDIENCE FOR 'THE GOAL' GRAPHIC NOVEL?

THE TARGET AUDIENCE INCLUDES BUSINESS PROFESSIONALS, MANAGERS, STUDENTS OF OPERATIONS MANAGEMENT, AND ANYONE INTERESTED IN UNDERSTANDING BUSINESS IMPROVEMENT CONCEPTS THROUGH AN ENGAGING AND VISUAL FORMAT.

HOW DOES 'THE GOAL' GRAPHIC NOVEL SIMPLIFY COMPLEX BUSINESS CONCEPTS?

THE GRAPHIC NOVEL USES STORYTELLING, ILLUSTRATIONS, AND CHARACTERS TO BREAK DOWN COMPLEX IDEAS LIKE BOTTLENECKS, THROUGHPUT, AND INVENTORY INTO EASY-TO-UNDERSTAND SCENARIOS, MAKING THE THEORY OF CONSTRAINTS MORE ACCESSIBLE.

WHAT ARE THE KEY LESSONS FROM 'THE GOAL' BUSINESS GRAPHIC NOVEL?

KEY LESSONS INCLUDE IDENTIFYING AND MANAGING BOTTLENECKS, FOCUSING ON CONTINUOUS IMPROVEMENT, ALIGNING PROCESSES TO MAXIMIZE THROUGHPUT, AND UNDERSTANDING THAT A SYSTEM'S PERFORMANCE IS LIMITED BY ITS WEAKEST LINK.

HOW CAN BUSINESSES IMPLEMENT THE IDEAS FROM 'THE GOAL' GRAPHIC NOVEL?

BUSINESSES CAN START BY ANALYZING THEIR WORKFLOWS TO IDENTIFY CONSTRAINTS, THEN APPLYING THE THEORY OF CONSTRAINTS METHODOLOGY: EXPLOIT THE CONSTRAINT, SUBORDINATE OTHER PROCESSES TO IT, ELEVATE THE CONSTRAINT, AND REPEAT THE PROCESS FOR CONTINUOUS IMPROVEMENT.

IS 'THE GOAL' BUSINESS GRAPHIC NOVEL SUITABLE FOR BEGINNERS IN BUSINESS MANAGEMENT?

YES, THE GRAPHIC NOVEL FORMAT MAKES IT ESPECIALLY SUITABLE FOR BEGINNERS BY PROVIDING A VISUAL AND NARRATIVE APPROACH TO LEARNING COMPLEX BUSINESS MANAGEMENT PRINCIPLES IN AN ENGAGING WAY.

ADDITIONAL RESOURCES

THE GOAL OF A BUSINESS GRAPHIC NOVEL: BRIDGING STRATEGY AND STORYTELLING

THE GOAL A BUSINESS GRAPHIC NOVEL SERVES AS A UNIQUE INTERSECTION BETWEEN VISUAL STORYTELLING AND CORPORATE EDUCATION, AIMING TO TRANSFORM COMPLEX BUSINESS CONCEPTS INTO ACCESSIBLE, ENGAGING NARRATIVES. AS ORGANIZATIONS INCREASINGLY SEEK INNOVATIVE METHODS TO TRAIN EMPLOYEES, COMMUNICATE STRATEGIES, OR PRESENT CASE STUDIES, THE BUSINESS GRAPHIC NOVEL EMERGES AS A COMPELLING MEDIUM, BLENDING THE APPEAL OF COMICS WITH THE RIGOR OF BUSINESS INSIGHTS.

UNDERSTANDING THE PURPOSE BEHIND BUSINESS GRAPHIC NOVELS

AT ITS CORE, THE GOAL A BUSINESS GRAPHIC NOVEL SEEKS TO ACHIEVE IS THE EFFECTIVE TRANSMISSION OF INFORMATION THROUGH A FORMAT THAT CAPTIVATES AND EDUCATES SIMULTANEOUSLY. UNLIKE TRADITIONAL TEXTBOOKS OR DENSE CORPORATE REPORTS, GRAPHIC NOVELS USE IMAGERY, DIALOGUE, AND SEQUENTIAL ART TO CONTEXTUALIZE BUSINESS THEORIES, CASE STUDIES, OR LEADERSHIP LESSONS IN A MANNER THAT IS EASIER TO DIGEST AND RECALL.

In the realm of corporate training, for instance, a business graphic novel can break down abstract concepts such as organizational change, market disruption, or leadership dynamics into relatable stories. This narrative approach helps learners internalize lessons by associating them with characters, scenarios, and visual cues, thereby enhancing retention and engagement.

HOW BUSINESS GRAPHIC NOVELS FACILITATE LEARNING AND ENGAGEMENT

The power of storytelling in education is well-documented, and graphic novels amplify this effect by combining visual and textual information. Cognitive research suggests that visual aids improve comprehension and memory recall, especially when dealing with complex or unfamiliar content. Business graphic novels capitalize on this by:

- SIMPLIFYING COMPLEX CONCEPTS: VISUAL METAPHORS AND STORY ARCS CAN CLARIFY INTRICATE PROCESSES, SUCH AS SUPPLY CHAIN MANAGEMENT OR INNOVATION CYCLES.
- **Humanizing abstract ideas:** Characters representing various stakeholders make theoretical principles tangible and relatable.
- **ENCOURAGING EMOTIONAL CONNECTION:** NARRATIVE TENSION AND CHARACTER DEVELOPMENT FOSTER EMPATHY, MOTIVATING READERS TO ENGAGE DEEPLY WITH MATERIAL.

THESE FACTORS COLLECTIVELY CONTRIBUTE TO A MORE IMMERSIVE LEARNING EXPERIENCE, WHICH IS PARTICULARLY BENEFICIAL IN CORPORATE SETTINGS WHERE EMPLOYEE ENGAGEMENT WITH TRAINING CONTENT IS OFTEN LOW.

COMPARING BUSINESS GRAPHIC NOVELS TO TRADITIONAL CORPORATE TRAINING TOOLS

TRADITIONAL BUSINESS EDUCATION MATERIALS—SUCH AS SLIDE DECKS, MANUALS, OR VIDEO LECTURES—TEND TO EMPHASIZE INFORMATION DELIVERY OVER NARRATIVE ENGAGEMENT. WHILE THESE METHODS HAVE THEIR STRENGTHS, THEY CAN FALL SHORT IN MAINTAINING LEARNER INTEREST OR CATERING TO DIVERSE LEARNING STYLES.

IN CONTRAST, BUSINESS GRAPHIC NOVELS OFFER SEVERAL ADVANTAGES:

- MULTIMODAL LEARNING: COMBINING TEXT AND VISUALS CATERS TO BOTH VERBAL AND VISUAL LEARNERS.
- ENHANCED MEMORABILITY: STORIES AND IMAGES CREATE MENTAL ANCHORS THAT IMPROVE RECALL.
- Accessibility: Graphic novels can transcend language barriers more effectively than text-heavy documents.

However, there are considerations to keep in mind. Developing a high-quality business graphic novel requires collaboration between subject matter experts, writers, and illustrators, which can be resource-intensive. Additionally, some audiences may initially perceive graphic novels as less serious, requiring thoughtful framing to ensure credibility.

USE CASES AND INDUSTRY APPLICATIONS

BUSINESS GRAPHIC NOVELS HAVE FOUND THEIR PLACE ACROSS VARIOUS SECTORS AND PURPOSES:

- 1. **Onboarding and Training:** New employees can quickly grasp company culture, ethics, and operational workflows through engaging stories.
- 2. **Strategy Communication:** Visualizing strategic plans or market scenarios helps align teams and stakeholders around common goals.
- 3. CHANGE MANAGEMENT: NARRATIVES ILLUSTRATING CHANGE PROCESSES EASE ANXIETY AND PROMOTE ACCEPTANCE.
- 4. Marketing and Branding: Companies use graphic novels to tell brand stories or explain product benefits in a memorable way.

5. **Leadership Development:** Scenarios depicting leadership challenges serve as discussion starters and reflective tools.

THESE APPLICATIONS DEMONSTRATE THE VERSATILITY OF THE FORMAT AND ITS CAPACITY TO ADAPT TO DIFFERENT ORGANIZATIONAL NEEDS.

KEY FEATURES THAT DEFINE AN EFFECTIVE BUSINESS GRAPHIC NOVEL

CREATING A SUCCESSFUL BUSINESS GRAPHIC NOVEL REQUIRES A CAREFUL BALANCE OF CONTENT ACCURACY, NARRATIVE STRENGTH, AND VISUAL APPEAL. KEY FEATURES INCLUDE:

- CLEAR LEARNING OBJECTIVES: EVERY STORY SHOULD BE DESIGNED WITH SPECIFIC BUSINESS KNOWLEDGE OR SKILLS IN MIND.
- ENGAGING PLOTLINES: THE NARRATIVE MUST RESONATE WITH THE TARGET AUDIENCE, INCORPORATING CONFLICT AND RESOLUTION RELEVANT TO BUSINESS CHALLENGES.
- ACCURATE AND SIMPLIFIED VISUALS: ILLUSTRATIONS SHOULD CLARIFY RATHER THAN COMPLICATE CONCEPTS, USING CONSISTENT ICONOGRAPHY.
- CONCISE DIALOGUE AND NARRATION: TEXT NEEDS TO BE DIRECT AND PURPOSEFUL, AVOIDING JARGON OVERLOAD.
- INTERACTIVE ELEMENTS (OPTIONAL): SOME GRAPHIC NOVELS INTEGRATE QUIZZES, REFLECTION PROMPTS, OR DIGITAL ENHANCEMENTS TO DEEPEN ENGAGEMENT.

ATTENTION TO THESE ELEMENTS CAN ELEVATE A BUSINESS GRAPHIC NOVEL FROM AN ENTERTAINING READ TO A PRACTICAL LEARNING TOOL.

CHALLENGES AND CONSIDERATIONS IN ADOPTION

WHILE THE APPEAL OF BUSINESS GRAPHIC NOVELS IS GROWING, ORGANIZATIONS MUST NAVIGATE CERTAIN CHALLENGES:

- **PERCEPTION HURDLES:** OVERCOMING SKEPTICISM ABOUT THE SERIOUSNESS OF GRAPHIC NOVELS IN PROFESSIONAL ENVIRONMENTS.
- **CUSTOMIZATION NEEDS:** GENERIC STORIES MAY NOT RESONATE; TAILORING CONTENT TO COMPANY-SPECIFIC CONTEXTS IS OFTEN ESSENTIAL.
- **PRODUCTION COSTS AND TIMELINES:** HIGH-QUALITY ILLUSTRATIONS AND SCRIPTING REQUIRE INVESTMENT, WHICH MAY BE A BARRIER FOR SMALLER FIRMS.
- **MEASUREMENT OF EFFECTIVENESS:** ESTABLISHING METRICS TO EVALUATE LEARNING OUTCOMES AND ROI CAN BE COMPLEX.

ADDRESSING THESE FACTORS THOUGHTFULLY ENSURES THAT THE BUSINESS GRAPHIC NOVEL FULFILLS ITS INTENDED ROLE EFFECTIVELY.

THE GOAL A BUSINESS GRAPHIC NOVEL ULTIMATELY EMBODIES IS THE FUSION OF STRATEGIC COMMUNICATION AND CREATIVE

EXPRESSION, OFFERING A DISTINCTIVE TOOL IN THE CORPORATE ARSENAL. AS ORGANIZATIONS CONTINUE TO SEEK INNOVATIVE WAYS TO CONVEY KNOWLEDGE AND INSPIRE ACTION, THIS FORMAT STANDS OUT FOR ITS ABILITY TO ENGAGE, EDUCATE, AND ENTERTAIN SIMULTANEOUSLY. WITH THOUGHTFUL EXECUTION, BUSINESS GRAPHIC NOVELS CAN TRANSFORM HOW COMPANIES SHARE THEIR STORIES, TRAIN THEIR TEAMS, AND NAVIGATE THE COMPLEXITIES OF THE MODERN MARKETPLACE.

The Goal A Business Graphic Novel

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professional publisher.

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challenge remains unresolved. The ability to successfully and sustainably connect the stated vision of an organisation with its strategic plans and, in turn, with the reported reality of day-to-day operations, is largely an elusive ambition, despite the many stated advantages provided by contemporary technologies. In this book, the case is made for visual management as a method of communications, planning, learning and reporting that connects the organisation in a single, meaningful and seamless way. Throughout this book, visual management is theorised around the position that all forms of management documentation are an artefact of human construction and of the organisation itself that reflect learned patterns of activity. The book places visual management as a more intuitive and seamless method of coordinating, learning and communicating across an organisation than more traditional formats of presenting management documents. Consciously assembling the artefacts of an organisation in order to manage it introduces a layer of criticality that encourages reflection and consistency that is often absent from current management practice. The benefits that a visual approach brings to organisational management are an increasing necessity, as machine learning, robotics and process automation remove traditional roles from organisations and necessitate new views on how individuals now fit into a data-informed business. The book contributes to the academic debate regarding resource-based and knowledge-based views of the organisation by advocating a different, more holistic viewpoint and will thus appeal to academics and researchers in this area. It would also benefit students across business disciplines, whilst the practical models and tools offered will benefit directors and managers looking to implement their own visual organisational language.

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readers a one-stop resource for researching topics, genres, works, and artists of comic books, comic strips, and graphic novels. The comprehensive and broad coverage of this set is organized chronologically by volume. Volume 1 covers 1960 and earlier; Volume 2 covers 1960–1980; Volume 3 covers 1980–1995; and Volume 4 covers 1995 to the present. The chronological divisions give readers a sense of the evolution of comics within the larger contexts of American culture and history. The alphabetically arranged entries in each volume address topics such as comics publishing, characters, imprints, genres, themes, titles, artists, writers, and more. While special attention is paid to American comics, the entries also include coverage of British, Japanese, and European comics that have influenced illustrated storytelling of the United States or are of special interest to American readers.

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the goal a business graphic novel: Frame Escapes: Graphic Novel Intertexts Mikhail Peppas, Sanabelle Ebrahim, 2019-07-22 This volume was first published by Inter-Disciplinary Press in 2016. The graphic narrative - in merging text with image - showcases an experiential panorama of visceral emotions for the users. Central to the format are considerations about the place of the image story in history and location. Both the comic and the graphic novel appropriate and are appropriated by diverse media in the enactment of individual, social and cultural identity. Intermediality morphs literature into pictures, films into graphic fiction, images into frames, and incorporates a host of flexible production values linked to high/low graphic arts. The structure of the graphic novel, city imaging, food fetishes, autographics, parallel worlds, Superhero guises, character patterning and shifting identities are explored in the eclectic volume by a range of authors using multimodal devices to analyse the composition, reading and interpretation of graphic narratives. The unstoppable momentum of holistic literature promises a converged means of expression that transcends the separation of print, digital and screen while transporting the dialogue about comics into a central scenario of popular culture. Throughout, the story stands strong in parallel with the probing of key concepts such as boundary transgression, moral searching, and the predictiveness of 'frame-casting' that allows feedback between the comic book frame and the silhouette of the future city.

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