

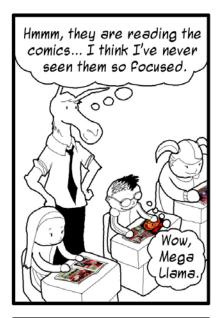


Let's put those 2 comic panels as plain text:

It's raining in Perutropolis. Ultra Cuy, overwhelmed by sorrow and remorse talks to herself: "It's my fault. I shouldn't have left him alone". Tired of meaningless regret she stands up and, with iron will, states her intention and decision: "I will rescue Mega Llama! No matter what!"









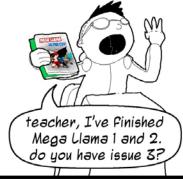


Learners internalize
vocabulary, expressions, and
grammar structures more
effectively when they find
them in context.

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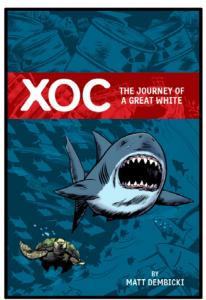
People can remember texts in a better way when they are organized episodically.



When learners read comics they are more involved in the content and the story (naturally comprehending language) than in grammar structures and lexis (analyzing language Forms)







XOC, is a graphic novel (3)
about the journey of a
great white shark.
Matt Dembicki created a
Fantastic yet realistic comic.

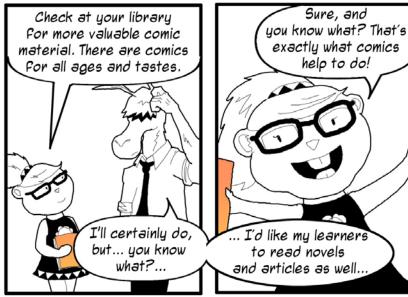


suitable ones For the needs

of your learners.

(3) Graphic novel: Comics in a book format. They are generally stand-alone stories with more complex plots.







Unlike ordinary conversations, comic books contain a great number of rare words and expressions. This helps learners when they face more difficult reading.



Many scholars have Found that comics stimulate learners to read non-comic materials, like novels, articles, etc.







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Glossary

- (1) Manga: Japanese comics
- (2) Graphic novel: A graphic novel is a book made up of comics content.

 Although the word "novel" normally refers to long fictional works, the term "graphic novel" is applied broadly, and includes fiction, non-fiction, and anthologized work. It is distinguished from the term "comic book", which is used for comics periodicals.

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