

Comics and the Senses: A Multisensory Approach to Comics and Graphic Novels (Routledge Research in Cultural and Media Studies)



Attempts to define what comics are and explain how they work have not always been successful because they are premised upon the idea that comic strips, comic books and graphic novels are inherently and almost exclusively visual. This book challenges that premise, and asserts that comics is not just a visual medium. The book outlines the multisensory aspects of comics: the visual, audible, tactile, olfactory and gustatory elements of the medium. It rejects a synaesthetic approach (by which all the senses are engaged through visual stimuli) and instead argues for a truly multisensory model by which the direct stimulation of the readers physical senses can be understood. A wide range of examples demonstrates how multisensory communication systems work in both commercial and more experimental contexts. The book concludes with a case study that looks at the works of Alan Moore and indicates areas of interest that multisensory analysis can draw out, but which are overlooked by more conventional approaches.

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Cultural and Media Studies .Attempts to define what comics are and explain how they work have not always Comics and the Senses: A Multisensory Approach to Comics and Graphic Novels . and Graphic Novels (Routledge Research in Cultural and Media Studies). @lcc.arts.ac.uk His research looks at comics and graphic novels, and how they of Comics and the Senses: A Multisensory Approach to Comics and Multiculturalism in Comics and Graphic Novels (Routledge 2015), Material culture, technology, the theory and philosophy of the senses.