

Creación de una Comicteca con actividades para la ciudadanía

CRAI Ciudadano

Cómic, el rey de las bibliotecas

Comics, the King of Libraries

Library patrons want graphic novels and comics in print as well as in digital formats

By Heidi MacDonald | May 12, 2017

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The cosplay group CausePlay New England poses during Avengers Day at the Brookline Public Library.

Graphic novel collections have become a staple of libraries across North America. But with greater popularity comes greater scrutiny and new issues. As demand for graphic novels and comics grows—especially among younger patrons—attempts to censor and remove certain titles from library shelves are also increasing.

In addition, self-published graphic novels (which are often crowdfunded) and digitally published comics are becoming more popular. But libraries, bound by acquisitions guidelines that require validation of books' quality (generally a review in a reputable trade or consumer publication) that is not often available for self-published works, are struggling to include them. And comics in digital formats—such as e-books, streamed comics, and webcomics—are also difficult for librarians to justify purchasing: despite the growing demand for these works, there are only a few library vendors—OverDrive and Hoopla Digital among them—that offer them to libraries.



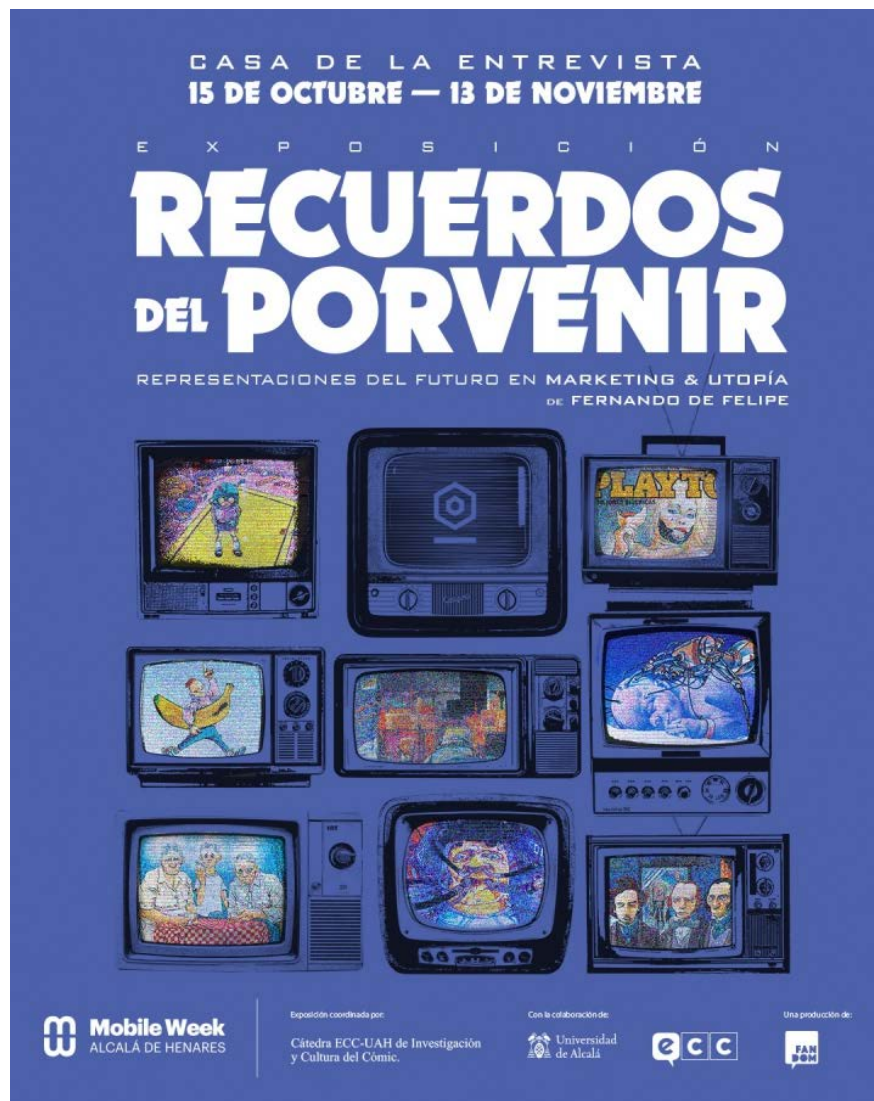
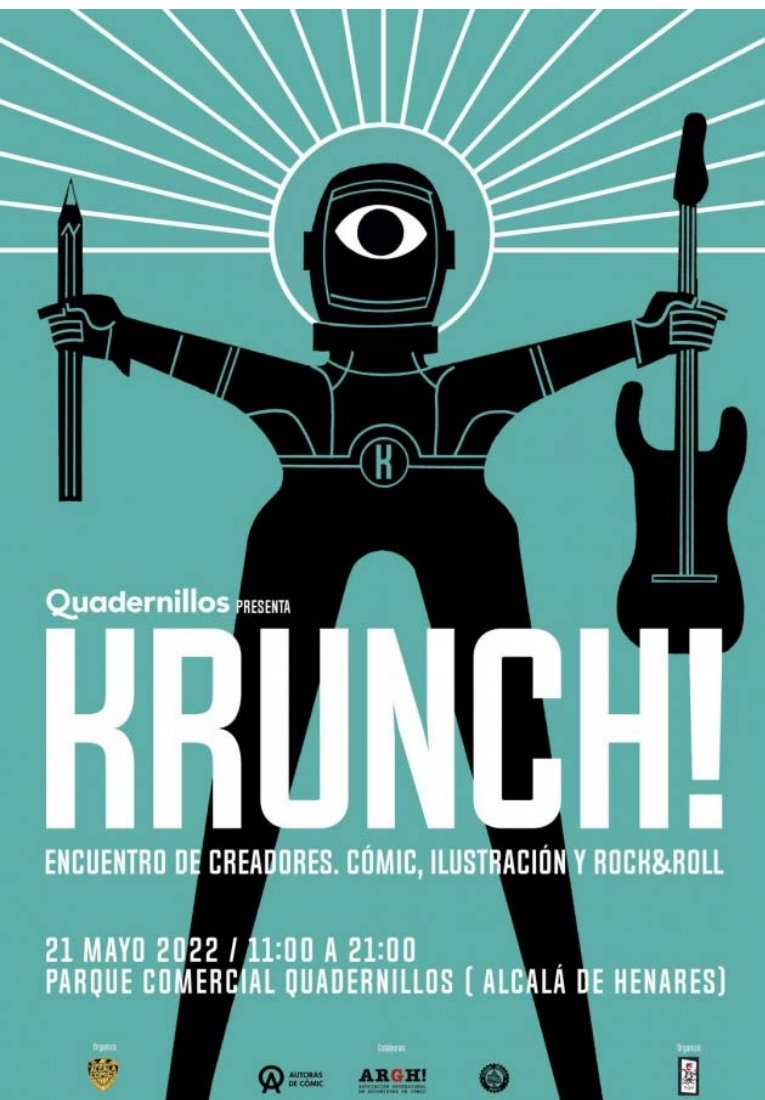
Interés del público infantil-juvenil



Interés institucional



Alcalá, ¿ciudad del cómic?



Objetivos

Creación de una Comicteca que sea accesible para los ciudadanos de Alcalá de Henares y sea una referencia en la Comunidad de Madrid.

Actividades:

- Dos clubes de lectura: uno para público infantil-juvenil y otro para público adulto
- Talleres de creación de cómic, dirigidos sobre todo al público infantil y juvenil.
- Encuentros con autores y autoras de cómic
- Charlas divulgativas sobre cómic
- Presentaciones de publicaciones

Primeros resultados

- Creación de un grupo de diferentes procedencias interesados en el proyecto.
- Puesta en marcha de búsqueda de recursos: espacio, recursos humanos, donaciones, fondos para la adquisición de material.
- Organización de actividades que se realizarán periódicamente en torno al cómic en el ámbito universitario.