An Elective Course for Undergraduate and Graduate Students of any discipline and for English Language Students

GRAPHIC NARRATIVE IN CONTEMPORARY LITERATURE & ART: EVOLUTION OF COMIC BOOK TO GRAPHIC NOVEL

✓ Basic Requirements: Appropriate language skills required by the University.
  ➢ This course should be of interest to anyone concerned with verbal & visual communications, popular forms, mass culture, history and its representation, colonialism, politics, journalism, writing, philosophy, religion, mythology, mysticism, metaphysics, cultural exchanges, aesthetics, post-modernism, theatre, film, comic art, collections, popular art & culture, literature, fine arts, etc.
  ➢ This course may have a specific appeal to fans and/or to those who are curious about this vastly influential, widely popular, most complex and thought-provoking work of contemporary literature and art form, the ‘Comics'; however it does not presume a prior familiarity with graphic novels and/or comics, just an overall enthusiasm to learn new things from a new angle and an open mind.

✓ Prerequisites:
  ➢ FA489: 'By consent' selection of students.
  ➢ FA490: Upon successful completion of FA489.

✓ Co-requisites:
  ➢ FA489: Freshmen who graduated from a high school with an English curriculum or passed BU proficiency test with an A; & sophomore, junior, senior students.
  ➢ FA490: Successful completion of FA 489.

✓ No requisites: FA 49I, FA49J, FA49V.

✓ Recommended Preparation: Reading all of the required readings and as many from the suggested reading list.

Idea Description: Is ‘comics’ a form of both literature and art? Certainly the answer is "yes" but there are many people who reject the idea, yet many other people call those people old-school intellectuals. However, in recent years, many scholars, critics and faculty alike have accepted 'comics', often dubbed by many publishers as 'graphic novel', as a respected form of both literature and art. This medium and its idiom have become a salubrious feast of images, words, art and ideas within a path less traveled by the intellectual novelists.

Therefore, this course will examine the academic value of 'comics' through the study of its history, similarity to and interaction with other forms of communication, art and literature, also through its own specialized literary and artistic techniques and its development as immensely compelling narratives that sometimes employ many genres all at once. This course will also deal with the literary, cultural and economical concerns of this unique literature and art form: Contemporary graphic narrative henceforth 'comics', a.k.a. comic book, sequential art, graphic novel, "Çizgi Roman" (Turkish), "Fumetti" (Italian), "Manga" (Japanese), "Manhua" Korean, "La Bande Dessinée" (French), "Quadrinhos" (Spanish), etc., depending on where you are and who you are talking to...

Although a compendium of graphic narrative from the earliest days of homo-sapiens will be encompassed in the course, since it is a field akin to a black hole, we will explore the depths only from the ‘event horizon’, that is, from the perspective of comics: When most people think of them, an older generation recalls of Italian Esse-Gesse's Comandante Mark (Kaptan Swing), Il Grande Blek (Teksas), Capitan Miki (Tommiks), Alan Mistero (Tombraks), also other Italian comics Tex (Teks), Kinowa, Pekos Bill, Jerry Drake (Mister No), Za-Gor-Te-Nay (Zagor); the ‘really old' generation remembers even E.R. Burroughs' Tarzan (possibly the oldest comics series since it was still in print circa 2010) which was originally a prose, Lee Falk's Phantom (Kızîlmaske) and Mandrake, Alex Raymond's Flash Gordon (Baytekin), Rip Kirby (Detektif Nik ve Uşak Desmond), Special Agent X-9 (Özel Ajan X-9) and Jungle Jim (Avcı Bay Tekin); Jerry Siegel's Superman (Süpermen) and similar US comics alike; and somewhere in between those generations, people remember Turhan Selçuk's Abdülcanbaz, Burak Sezgin's Tarkan, Suat Yalaz's Karaoğlan, Ali Recan's Yüzbaşı Volkan, Hergé's Tintin (Tenten), Goscinny's Lucky Luke (Red Kit) and Asterix (Asteriks), Jack Kirby's Silver Surfer (Gümiş Sörfçü), Stan Lee's Spider Man (Örümcek Adam), Incredible Hulk (Hulk) and X-Men, Stan Lee's Thor (Tor), Robert E. Howard's Conan, extremely popular Italian comics Martin Mystère (Atlantis) and alike. These (and many more omitted here) were all also read by many people of all ages in Turkey, in Turkish.

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Furthermore, when one utters the word "comics", most of the same people, regardless of their generational gap, think of brightly colored outfits, capes and masks, weird sound simulations and verbal exclamations, impossible events and actions, ridiculous catch-phrases and exchanges and also less than interesting subject matter that conveys a simplistic pastime. Although once some of these prejudices could be deemed partially true at least in regards to some of the comics, even some of the earliest examples contained deeper meanings in the form of allegory and satire in their simplistic drawings and story-telling, criticizing many taboos under clever disguises, although some of them also conveyed the negatively accepted notions in today's world. In Turkey, a rather younger generation of people added to their comics knowledge the superhero concept in its original format, albeit with a time warp of 50 years or so, that differed much since its inception in terms of their content and context. Manga has also penetrated local bookstores' shelves in English and, to a very limited amount, in Turkish translation. Moreover, since the 1980s, this medium has evolved beyond any imagination and expectation: Despite the rigid approach of traditional scholars to the subject matter and their consequent rejection of the medium as a form of literature and art, today, there is irrefutable proof that comics is, in and by itself, a new and powerful style of the literature and art in the 21st century.

Course Description: In this course, my students and I will analyze the contemporary graphic narrative media for its adult themes as well as its influence on the reflection of global culture.

The graphic narrative, when used as a medium in the form of 'comics', is a hybrid medium:

- It uses techniques and strategies from old-master drawing, wood prints, print-making, cartooning, prose, poetry, film, theatre, television, etc.
- It is expansive, pliable and innovative at the extreme; it can accommodate any & all subject matter and approach, from the highly commercial to the most avant-garde.
- It can blend genres within the same narrative beyond any other media available.

An analysis of this medium in terms of its unique style in the form of complicated interplay of word and image, the themes that are suggested in various works, the history and development of the form and its genres and the expectations of its readers will greatly expand the students' ability to formalize their thoughts and perceptions into concrete works of expressions in any medium they may choose.

The historical trail with the way how comics has evolved and changed will be investigated as well as the political, cultural, social and economical dimensions of comics that this media deal with or ignore in their portrait of native as well as contemporary culture:

- We will think about the larger questions of power, nationality, gender, mass culture and even ecology often presented as themes in this media.
- We will attack the divisiveness between the 'high' and 'low' (pop) culture that is represented and reflected through 'sequential art' form and we will analyze how the writers and artists we are studying have subverted such safe categories as journalism, autobiography, memoir, etc., and the related concepts in their redefinition of literature and art.
- We will investigate who decides what constitutes literature and art in general and in relevance to this narrative form.
- We will examine how graphic narrative works, how it represents history, creates fiction and fantasy, how it is used within different genres of literature, how images and pictures, sometimes in the form of animals and non- and/or super-humans, are employed to describe the ideas of the writer and/by the artist and how these ideas are put together to reflect the vision of the story's creator(s) in a comics form.
- We will approach the subject matter as a form of cultural phenomenon, especially urban culture, shaped by the past and current ethical values, political considerations, historical values, cultural taboos, technologies, personal memories, etc., containing vast quantities of information that is recoverable through various methods of interpretation chosen by the writers and artists employing this media.

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Students will not only be encouraged to freely experiment with their own ideas, interpretations and judgments on the subject matter and class material but also will be highly expected to very actively participate in class discussions while enforcing their knowledge of the subject matter through outside research in any medium they may prefer.

**Important note:** This course can be easily tailored and adjusted to suit the class participants’ language levels and educational needs in either direction (e.g., harder or easier) and offered under slightly different curricula for different departments and faculties, e.g., prep school, literature, journalism, visual communications, art, graduate school, etc.

**Time investment of the student:** Students are expected to spend a minimum of three hours/credit/week in class and on outside work, i.e., three credits course would require nine hours of work/week. These may involve reading the required and suggested texts, preparing for group projects, researching the subject matter, writing assignments.

**Course Objectives:** The student will be expected to possess:

- An understanding of the unique approach of graphic narrative in literature and art,
- An ability to discuss how the comics differs from other media such as painting, prose or film by their visual and narrative aspects,
- An ability to identify and discuss how a comics is developed,
- An ability to analyze, differentiate, compare, contrast and interpret the styles, themes and works of the several different artists and writers,
- An ability to name which titles are valued as canons and to examine which writers and illustrators have been the most influential in the field and became icons in this field,
- Knowledge about the history and development of the graphic narrative media as a form,
- Knowledge about the characteristics of and developments in the various genres of the media (e.g., allegory, autobiographical/biographical, erotica, fantasy, historical, horror, humor, journalism, mystery, mythology, political, romance, satire, science-fiction, superhero, sword & sorcery, underground, war, western, etc.),
- An ability to define and apply specific literary and sequential art terms and techniques to assigned readings; also to identify and compare the principles used in the process of writing and illustrating a comic book or any comics,
- An ability to identify important historical, cultural and economic factors that have influenced artists and writers,
- An ability to think critically about how literary and artistic values are defined and therefore to discuss the merits of comics as literary and artistic media.
- A sharp mind to analyze how many of the details covered in the class relate to their own lives.

**Required Writing:** Midterm, final exams, and short papers which are all given as take-home writing assignments.

**Grading Policy and Standards:** (may be altered according to the department in which the course is offered, students’ language skills, and the overall class level on the subject matter.)

Total grade is on 115 % in FA 489; 105 % in FA 490; 110 % in FA 49I and FA 49J.

Short assignments: 60 % in FA 489 and 50 % in FA 490 with 5%, each; 45% in FA 49I and FA 49J with 7.5 %, each.

Midterm & Final: 15 % each in FA 489 and 490 and 20% each in FA 49I and FA 49J.

Attendance: 15 % in FA 489 and FA 490: 20% in FA 49I and FA 49J: 1st & 2nd week (day in summer courses) attendance counting 2 % each and 1 % thereafter.

In-class participation: 10 % which is directly proportionate to attendance levels since one cannot participate when absent.

**Letter Grade bracketing:** AA for 95 and above / BA for 90 to 94 / BB for 85 to 89 / CB for 80 to 84 / CC for 75 to 79 / DC for 70 to 74 / DD for 65 to 69 / F for 64 and below. Note that this is slightly different than common BU grading and rewards hard working students directly while incorporating a natural curve to obtain a BB as median grade; given you have 115 points to reach 95 for receiving an AA, it is more than fair. 😊
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**Plagiarism:** Plagiarism is an illegitimate and unethical activity that qualifies as both theft and fraud, especially when committing it is a click and a copy/paste away in the internet. Simply stated, plagiarism consists of taking and presenting another person’s work as your own without referencing said work and its original author/creator. Taking someone else’s work, henceforth his/her intellectual property, constitutes theft; presenting it as your own is fraudulent activity. Further, in the context of this class, the plagiarism is unethical because it violates the university policy, and therefore the trust between students, their classmates, and their teachers. In order to maintain the university standards, I am obligated to employ the specialized software available to instructors for that specific purpose, should there be any such suspicion arisen by your work: if proven guilty of plagiarism, I will report the perpetrator to the necessary authorities. Also, said students will receive zero point for any plagiarized work, without the option of making up the assignment. To avoid plagiarism, you must acknowledge ALL IDEAS AND QUOTATIONS from other sources, and give full bibliographical information of those sources.

**Important Note to Prospective Students:** The contents and materials of this course may be offensive to some students’ personal belief and value systems as many subjects that is considered taboo by many people and cultures will be openly and freely discussed in the classroom. I will impose no limits whatsoever on expressing ideas and thoughts that may be discussed during the class as long as those will not endanger another person’s physical well-being; how these ideas are expressed is a different matter and respect and proper conduct to each others’ ideas will be the most determining factor about what I will allow in the classroom. Any participating student is expected to take a side of any argument presented in the class in order to actively participate to the discussions and at least try to argue it logically and within the context of this course, either in writing or verbally, depending on the requirement.

**Instructional methodology:** Lecture, reading, writing, presentation, online research, field research, guest speaker(s), film.

**FA 489 Syllabus:** (depending on the length of the semester, the pace with which the students absorb the subject matter, university guidelines and requirements, etc., minor changes to the syllabus may happen in duration):

**WEEK 1**
- Introduction and explanation of what will be expected of the students and why those will be expected.
- Comics according to countries and classifications (American, British, Franco-Belgian, Italian, Japanese, etc.).
- Scott McCloud; Understanding Comics, Chapters 1 through 2.
- What are comics?
- How do the words and pictures work together to produce meaning in graphic narrative?
- Vocabulary of comics: Symbols, icons, words, panels, etc.
- A brief history of ‘Graphic Narrative’ from prehistoric times to 21st Century.
- Multi/inter-disciplinary aspects and other definitions of the field.
- Semiotics applied onto comics.

**WEEK 2**
- Scott McCloud; Understanding Comics, Chapters 3 through 5.
- Narrative breakdown and Closure; Timing.
- The language of lines and shades: Line quality, panel frames, lettering.
- Story-telling unit: The Layout of the Page.

**WEEK 3**
- Scott McCloud; Understanding Comics, Chapters 6 through 9.
- Word-Image relationship; the ‘Color’ effect.
- Production of comics: Editor, Writer, Artist, Penciler, Inker, Colorer, Publisher, Distributer, Comics stores, etc.
- Modern comics in the U.S.A.: End of 19th century to late 20s: Comic Strips; mid-30s to late-40s: Golden Age; late-40s to mid-50s: Moral panic, the "Comics Code Authority"; mid-50s to late-60s: Silver Age, MAD magazine; late-60s to mid-80s: The Bronze Age, Underground "Comix"; mid-80s to today: Modern Age, the "Graphic Novel" movement.
- The canon and icons of the medium.
WEEK 4
- Caricature, Cartooning (18th century, William Hogarth; 19th century, Rodolphe Töpffer and Charles H. Ross).
- Dynamic anatomy vs. cartoon (iconic) anatomy.
- Comics: Comic Strip vs. Comic Book / Adults vs. Adolescents and Children.
- Bill Watterson, Calvin and Hobbes: Tenth Year Anniversary.
- Short Paper: Pick a sequence (group) of strips that form a short story line from "C&H 10th year Anniversary Book" and write down your thoughts about it.

WEEK 5
- Frank Miller, 300. Genre: Historical fantasy & fiction & Sin City Heptalogy. Genre: Noir, Adventure, Romance, Mystery.
- Short Paper: Discuss your assigned volume of Sin City in a manner consisting of your learning about comics; as subject, you can choose from theme, structure, genre, artistry, comparative works, political correctness etc. vis-a-vis misogyny/sexism. Refrain from narrating the narrative, itself!

WEEK 6
- Short Paper: Guy Fawkes and/or V: A hero or a traitor?

WEEK 7
- Enki Bilal, Nikopol Trilogy. Genre: Fantasy, Mythological, Sci-Fi.
- Short Paper: Discuss Enki Bilal's Nikopol Trilogy.

WEEK 8 (Midterm assignment: Construct a graphic novella scenario.)
- How to write a comics scenario?
- Examples: Sandman (Dream Country: Calliope) / Marvel 1602 / Batman: Dark Knight Returns / Tintin and Alf-Art / 30 Days of Night: Red Snow.
- Short Paper: Discuss your assigned volume of Sandman in a manner consisting of your learnings about comics; you can choose from theme, structure, genre, artistry, comparative works, fandom, etc., OR, extra credit paper: Dream succumbs at the end. Discuss its demise within 'Sandman' context.

WEEK 9 & WEEK 10
- Art Spiegelman, Maus. Genre: Autobiographical, Memoir, Political, Historical, Allegorical.
- Marjane Satrapi, Persepolis Volume I. Genre: Autobiographical, Memoir, Political, Historical.
- Joe Sacco, Palestine. Genre: Journalism, Historical, Political.
- Short paper: Who decides who is right or wrong, friend or foe? Use different diasporas as example within context. Try hard not to be influenced by the political correctness of your environment, i.e., family, teacher, classroom, friend circle, peer pressure, populist films and TV series, official government policies, greater society, etc. Defend your perspective in a logical manner, listening to your inner voice and establishing your individualistic manner.

WEEK 11 & WEEK 12 (Extra credit assignment: Create a comparative debate using comics, theatre and film as media.)
- Will Eisner, A Contract with God. Genre: Historical, Biographical, Memoir.
- Short Paper: What we remember from the past and what actually happened historically and chronologically, even within our own lives, usually differ in content and context. So why and how is a memoir an equally important and valid story-telling genre as an autobiography/biography?

WEEK 13
- Short Paper: Do Manara's and/or Serpieri's artistic genre empower or objectify/fetishize women? You also may compare it to other comics/genre that portrays women as main character(s).
WEEK 1
- Short Paper: Deconstruct the tomes from the comics vocabulary perspective.
- Final Exam Assignment: Deconstruct "The Pride of Baghdad".

Required Reading: (Nomenclature: Last Name, First Name (writer) & Last Name, First Name (artist (if different than writer)); Book 1 (title in original language if applicable): Volume # if applicable, ditto.)
- Bilal, Enki; The Nikopol trilogy, The Dormant Beast: Volume I from the Hatzfeld tetralogy.
- Bradbury, Ray & Hamilton, Tim; Fahrenheit 451.
- Eisner, Will; A Contract with God and Other Tenement Stories.
- Gaiman, Neil & multiple; Sandman decalogy, Endless Nights, Death duology.
- Gaiman, Neil & McKeen, Dave; Violent Cases.
- Hergé (Georges Rémi): tintin and Alf-Art.
- Manara, Milò & Jodorowsky, Alejandro; Blood for Pope (La conquista del papato), Power & Incest (Il potere e l'incesto): Volume I & II from the I Borgia tetralogy.
- McCloud, Scott; Understanding Comics.
- Miller, Frank; 300, Sin City heptalogy.
- Moore, Alan & Lloyd, David; V for Vendetta.
- Nakazawa, Keiji; Barefoot Gen: Volume I from the tetralogy.
- Sacco, Joe; Palestine.
- Satrapi, Marjane; Persepolis: Volume I (initially two volumes).
- Serpieri, Polo E.; Morbus Gravis, Druuna: Volume I & II from the octalogy.
- Spiegelman, Art; Maus: Volume I.
- Vaughan, Brian K. & Henrichon, Niko; The Pride of Baghdad.
- Watterson, Bill; Calvin and Hobbes: Tenth Year Anniversary Book.

These books are also available from Pandora bookstore at the Boğaziçi University. For those who would prefer not to purchase a copy of their own, an arrangement in the form of group-sharing and library check-out have been already arranged and they are available at BULIB's reserve section under FA489.01. For all intentions and purposes, the availability of the books and/or the class level in the subject matter and/or the language in which the course is taught may necessitate the need to exclude some of these books and/or include some of the books from the suggested reading list. I reserve the right to do so at my sole discretion without prior approval of the University board and/or departmental council. Furthermore, most of the selected readings are also published in Turkish. Depending on the university policy, those prints can be allowed as complimentary text.

FA 490 Course Objectives: You are expected to develop what you have learned in FA489 and show a clear command of all of the general course objectives described therein.

FA 490 Syllabus: (depending on the length of the semester, the pace with which the students absorb the subject matter, university guidelines and requirements, etc., minor changes to the syllabus may happen in duration):

WEEK 1
- Vaughan, Brian K. & Henrichon, Niko; Pride of Baghdad. Genre: Allegory, Political, War.

WEEK 2
- Serpieri, Paolo; Druuna Octalogy (Volumes III to VIII). Genre: Erotica, Allegorical, Cyber-Punk, Sci-Fi, Ecological, Feminism.

WEEK 3
- Short Paper: What is Bilal's take on "art" as conveyed in the series?

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WEEK 4
- Clowes, Dan; Ghost World. Genre: Satire, Allegory, Humor.
- Short Paper: Discuss comics' particular impression, influence, effects, and its benefits as a narrative medium on young generations vis-à-vis 1990’s.

WEEK 5
- Jensen, Derrick & McMillan, Stephanie; As the World Burns: 50 Simple Things You Can Do to Stay in Denial. Genre: Ecological, Political, Satire.
- Short Paper: Give your thoughts about your perspective on environmentalism while heavily incorporating into your paper the comics style & structure employed in the book that is used to convey the idea.

WEEK 6
- Gaiman, Neil & Kubert, Andy; Marvel 1602 / Whatever Happened to the Caped Crusader? Genre: Superhero, Fantasy, Historical.
- Miller, Frank; Batman: The Dark Knight Returns. Genre: Superhero, Satire, Political.
- Short Paper: Why the superheroes exist? Also, discuss "ahistoricity" in the genre.

WEEK 7
- Moore, Alan & Gibbons, Dave; Watchmen. Genre: Superhero, Satire, Political.
- Midterm due: "What/Who is/are "Watchmen"?

WEEK 8
- Kirkman, Robert & Moore, Tony; Walking Dead series Volume I & II. Genre: Horror, Allegorical.
- Recchioni, Roberto; Uccidero' Di Nuovo Billy the Kid. Genre: Horror, Western, Allegorical.
- Templesmith, Ben & Niles, Steve; 30 Days of Night / Templesmith, Ben; Red Snow / Lapham, David; 30 Days ’Til Night. Genre: Horror, Vampirism.
- Short Paper: Zombies... Vampires... Why do they "exist"?

WEEK 9
- Folman, Ari & Polonsky, David; Waltz with Bashir. Genre: Historical, Memoir, War.
- Short Paper: Discuss "Film to comics..."

WEEK 10
- Abirached, Zeina; A Game for Swallows: To Die, To Leave, To Return (Mourir, Partir, Revenir – Le Jeu des Hirondelles). Genres: Autobiographical, Historical.
- Short Paper: Discuss the stylistic art of comics within the comics vis-a-vis the traumatic memories of Zeina Abirached; how does it amplify the narrative’s purpose?

WEEK 11
- Pekar, Harvey; An American Splendor. Genre: Autobiographical.
- Ware, Chris; Jimmy Corrigan: The Smartest Kid on Earth. Genre: Autobiographical/Biographical
- Short Paper: Can "mundane" be portrayed more successfully in comics than in any other media?

WEEK 12
- Smith, Jeff; Bone series, Volumes I & II. Genre: Allegorical, Fantasy, Sociological, Satire.
- Sim, Dave; Cerebus the Aardvark, Volume I. Genre: Fantasy, Socio-Political, Satire.
- Short Paper: Discuss cartoon’s power in satire...

WEEK 13
- Tan, Shaun; The Arrival. Genre: Historical, Biographical fiction.
- Mazzucchelli, David; Asterios Polyph. Genre: Biographical fiction.
- Short Paper: Discuss the comics.
WEEK 14

- Selçuk, Turhan; Abdülcabaz series, Volume I.
- Tekin, Galip, Tuhaf Öyküler series, Volume I.
- Short Paper: Turkish comics' world: Strips, Magazines, Novels, Artists, Writers, etc. Discourse on the Beginnings, Development, Today; Historical development of Turkish comics... Also investigate Turkish Publishing Houses: Which house is publishing what type(s) of graphic novels and comic books? Why? Visit Bourdieu's Theory of Cultural Artifact production.

Extra Credit Paper:
- Short Paper: It was called a "picture novel" when published in 1950. Discuss it vis-à-vis Graphic Novel movement.

Final Exam:
- Pick a 'graphic novel to film' project: Beauty or Bust? Analyze.
- Some comics made into films: Akira, American Splendor, Art School Confidential, Chicken with Plums, From Hell, Ghost in the Shell, Ghost World, Hellboy, A History of Violence, Immortal, The League of Extraordinary Gentlemen, Persepolis, Preacher, Road to Perdition, Sin City, Shooting Aces, 300, 30 Days of Night, V for Vendetta, Watchmen, etc.

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FA 49J Syllabus: (depending on the length of the semester, the pace with which the students absorb the subject matter, university guidelines and requirements, etc., minor changes to the syllabus may happen in duration):

WEEK 1
- Introduction and explanation of what will be expected of the students and why those will be expected.
- Comics according to countries and classifications (American, British, Franco-Belgian, Italian, Japanese, etc.).
- Scott McCloud; Understanding Comics, Chapters 1 through 5.
- What are comics?
- How do the words and pictures work together to produce meaning in graphic narrative?
- Vocabulary of comics: Symbols, icons, words, panels, etc.
- A brief history of 'Graphic Narrative' from prehistoric times to 21st Century.
- Multi/inter-disciplinary aspects and other definitions of the field.
- Narrative breakdown and Closure; Timing.
- The language of lines and shades: Line quality, panel frames, lettering.
- Story-telling unit: The Layout of the Page.
- Semiotics applied onto comics.

WEEK 2
- Scott McCloud; Understanding Comics, Chapters 6 through 9.
- Word-Image relationship; the 'Color' effect.
- Production of comics: Editor, Writer, Artist, Penciler, Inker, Colorer, Publisher, Distributer, Comics stores, etc.
- Modern comics in the U.S.A.: End of 19th century to late 20s: Comic Strips; mid-30s to late-40s: Golden Age; late-40s to mid-50s: Moral panic, the "Comics Code Authority"; mid-50s to late-60s: Silver Age, MAD magazine; late-60s to mid-80s: The Bronze Age, Underground "Comix"; mid-80s to today: Modern Age, the "Graphic Novel" movement.
- The canon and icons of the medium.
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- Different genres: Adventure, Allegory, Autobiographical, Biographical, Cyberpunk, Fantasy, Feminism, Historical, Horror, Humor, Journalism, Memoir, Mystery, Mythology, Political, Romance, Satire, Erotica, Science-Fiction, Superhero, Sword & Sorcery, Thriller, Western, War, etc.
- Caricature, Cartooning (18th century, William Hogarth; 19th century, Rodolphe Töpffer and Charles H. Ross).
- Dynamic anatomy vs. cartoon (iconic) anatomy.
- Comics: Comic Strip vs. Comic Book / Adults vs. Adolescents and Children.
- Bill Watterson, Calvin and Hobbes: Tenth Year Anniversary.
- Perceptions in terms of 'political correctness/incorrectness' in comics from past to present: How the changing values and reader expectations in the society were/are reflected in the medium?
- Short Paper: Pick a sequence (group) of strips that form a short story line from "C&H 10th year Anniversary Book" and write up your thoughts about it.

WEEK 3
- Frank Miller, 300. Genre: Historical fantasy, Fiction & Sin City Heptalogy. Genre: Adventure, Romance, Mystery.
- Short Paper: Discuss your assigned volume of Sin City in a manner consisting of your learnings about comics; as subject, you can choose from theme, structure, genre, artistry, comparative works, political correctness vis-a-vis misogyny/sexism, etc.

WEEK 4
- Short Paper: 'Guy Fawkes and vs. V: A hero or a traitor?'

WEEK 5
- How to write a comics scenario?
- Examples: Sandman (Dream Country: Calliope) / Marvel 1602 / Batman: Dark Knight Returns / Tintin and Alf-Art / 30 Days of Night: Red Snow.
- Art Spiegelman, Maus. Genre: Autobiographical, Memoir, Political, Historical, Allegory.
- Marjane Satrapi, Persepolis Volume I. Genre: Autobiographical, Memoir, Political, Historical.
- Joe Sacco, Palestine. Genre: Journalism, Historical, Political.
- Short paper: Who decides who is right or wrong, friend or foe? Use different diasporas as example within context. Try hard not to be influenced by the political correctness of your environment, i.e., family, teacher, classroom, friend circle, peer pressure, populist films and TV series, official government policies, greater society, etc. Defend your perspective in a logical manner, listening to your inner voice and establishing your individualistic manner.

WEEK 6
- Short Paper: What we remember from the past and what actually happened historically and chronologically, even within our own lives, usually differ in content and context. So why and how is a memoir an equally important and valid story-telling genre as an autobiography/biography?
- Extra credit assignment: Create a comparative debate using comics, theatre and film as media.

FINAL
- Final Exam Assignment: Deconstruct "The Pride of Baghdad".

FA 49J Required Reading: (Nomenclature: Last Name, First Name (writer) & Last Name, First Name (artist (if different than writer))); Book 1 (title in original language if applicable); Volume # if applicable, ditto.)
- Bilal, Enki; Hatzfeld Tetralogy.
- Bradbury, Ray & Hamilton, Tim; Fahrenheit 451.
- Hergé (Georges Rémi); Tintin and Alf-Art.
- McCloud, Scott; Understanding Comics.
- Miller, Frank; 300, Sin City Heptalogy.
- Moore, Alan & Lloyd, David; V for Vendetta.

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- Nakazawa, Keiji; Barefoot Gen: Volume I from the Tetralogy as originally printed in the west in condensed form.
- Sacco, Joe; Safe Area Gorazde, Palestine.
- Satrapi, Marjane; Persepolis: Volume I (initially two volumes).
- Spiegelman, Art; Maus: Volume I & II (initially two volumes).
- Vaughan, Brian K. & Henrichon, Niko; The Pride of Baghdad.
- Watterson, Bill; Calvin and Hobbes: Tenth Year Anniversary.

These books are available from Pandora bookstore at the Boğaziçi University. For those who would prefer not to purchase a copy of their own, other arrangements in the form of group-sharing and library check-out have been already arranged and they are available at BULIB's reserve section under FA489.01. For all intentions and purposes, the availability of the books and/or the class level in the subject matter and/or the language in which the course is taught may necessitate the need to exclude some of the books below and/or include some of the books from the suggested reading list. I reserve the right to do so at my sole discretion without prior approval of the University board and/or departmental council. Furthermore, most of the selected readings are also published in Turkish. Depending on the university policy, those prints can be allowed as complimentary text.

**FA 49I Syllabus:** (depending on the length of the semester, the pace with which the students absorb the subject matter, university guidelines and requirements, etc., minor changes to the syllabus may happen in duration):

**WEEK 1**
- Introduction and explanation of what will be expected of the students and why those will be expected.
- Comics according to countries and classifications (American, British, Franco-Belgian, Italian, Japanese, etc.).
- Scott McCloud; Understanding Comics, Chapters 1 through 5.
- What are comics?
- How do the words and pictures work together to produce meaning in graphic narrative?
- Vocabulary of comics: Symbols, icons, words, panels, etc.
- A brief history of ‘Graphic Narrative’ from prehistoric times to 21st Century.
- Multi/inter-disciplinary aspects and other definitions of the field.
- Narrative breakdown and Closure: Timing.
- The language of lines and shades: Line quality, panel frames, lettering.
- Story-telling unit: The Layout of the Page.
- Semiotics applied onto comics.

**WEEK 2**
- Scott McCloud; Understanding Comics, Chapters 6 through 9.
- Word-Image relationship: the 'Color' effect.
- Production of comics: Editor, Writer, Artist, Penciler, Inker, Colorer, Publisher, Distributer, Comics stores, etc.
- Modern comics in the U.S.A.: End of 19th century to late 20s: Comic Strips; mid-30s to late-40s: Golden Age; late-40s to mid-50s: Moral panic, the "Comics Code Authority"; mid-50s to late-60s: Silver Age, MAD magazine; late-60s to mid-80s: The Bronze Age, Underground "Comix"; mid-80s to today: Modern Age, the "Graphic Novel" movement.
- The canon and icons of the medium.
- Different genres: Adventure, Allegory, Autobiographical, Biographical, Cyberpunk, Fantasy, Feminism, Historical, Horror, Humor, Journalism, Memoir, Mystery, Mythology, Political, Romance, Satire, Erotica, Science-Fiction, Superhero, Sword & Sorcery, Thriller, Western, War, etc.
- Caricature, Cartooning (18th century, William Hogarth; 19th century, Rodolphe Töpffer and Charles H. Ross).
- Dynamic anatomy vs. cartoon (iconic) anatomy.
- Comics: Comic Strip vs. Comic Book / Adults vs. Adolescents and Children.
- Bill Watterson, Calvin and Hobbes: Tenth Year Anniversary.
- Perceptions in terms of 'political correctness/incorrectness' in comics from past to present: How the changing values and reader expectations in the society were/are reflected in the medium?
- Short Paper: Pick a sequence (group) of strips that form a short story line from "C&H 10th year Anniversary Book" and write up your thoughts about it.

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WEEK 3
• How to write a comics scenario?
• Examples: Sandman (Dream Country: Calliope) / Marvel 1602 / Batman: Dark Knight Returns / Tintin and Alf-Art / 30 Days of Night: Red Snow.
• Frank Miller, 300. Genre: Historical fantasy & fiction & Sin City Heptalogy. Genre: Adventure, Romance, Mystery.
• Short Paper: Discuss Enki Bilal’s Nikopol Trilogy.

WEEK 4
• Short Paper: Discuss your assigned volume of Sandman in a manner consisting of your learnings about comics; you can choose from theme, structure, genre, artistry, comparative works, fandom, etc., OR, extra credit assignment: Dream succumbs at the end. Discuss its demise within ‘Sandman’ context.

WEEK 5
• Alan Moore & Dave Gibbons; Watchmen. Genre: Superhero, Mythology.
• Short Paper: What is ‘Watchmen’?

WEEK 6
• Ditto...
• Short Paper: Discuss Watchmen according to your preferred angle.
• Extra credit assignment: Create a comparative debate using comics, theatre and film as media.

FINAL
• Final Exam Assignment: Deconstruct “The Pride of Baghdad”.

FA 49I Required Reading: (Nomenclature: Last Name, First Name (writer) & Last Name, First Name (artist (if different than writer)); Book 1 (title in original language if applicable): Volume # if applicable, ditto.)

- Bilal, Enki; The Nikopol Trilogy.
- Gaiman, Neil & multiple; Sandman Decalogy.
- Hergé (Georges Rémi); Tintin and Alf-Art.
- McCloud, Scott; Understanding Comics.
- Miller, Frank; 300.
- Moore, Alan & Gibbons, Dave; Watchmen.
- Vaughan, Brian K. & Henrichon, Niko; The Pride of Baghdad.
- Watterson, Bill; Calvin and Hobbes: Tenth Year Anniversary.

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FA 49V Syllabus: A combination of 49J & 49I for the summer term; will be decided in class.

Further Reading: Students are NOT required to read these books however it would be of great benefit to them if they read whichever they can get their hands onto for further understanding of, and gathering information and knowledge about, the medium: they shall think of it as a vast reference list during and after the course.

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- Abel, Jessica; La Perdida, Pantheon, 2006 / Life Sucks, First Second, 2008.
- Ablak, Emrah; Tübitak series, Mürekkep, 2010-.
- About, Marguerite; Aya De Yopougon, Drawn and Quarterly, 2007.
- Aslantürk, Yılmaz; Otisabi series.
- Azzarello, Brian; 100 Bullets: First Shot, Last Call, Vertigo, 2000.
- B., David; Epileptic, Pantheon, 2005.
- Ba, Gabriel & Moon, Fabio; Daytripper, Vertigo, 2011.
- Ba, Gabriel & Way, Gerard; Umbrella Academy series, Dark Horse, 2008-.
- Baru; Road to America, Drawn and Quarterly, 2002.
- Baruter, Bahadır; Ruhaltı, YKY, 2008.
- Bechtel, Alison; Fun Home, Mariner, 2006.
- Bender, Hy; The Sandman Companion, DC Comics, 1999.
- Bendis, Brian Michael & Dell’Otto, Gabriele; Secret War, Marvel, 2009.
- Berry, Hannah; Britten and Brülightly, Jonathan Cape, 2008.
- Bertozzi, Nick; The Salon, St. Martin’s Griffin, 2007.
- Blegvad, Peter; Leviathan, Overlook, 2000.
- Brown, Jeffrey A.; ‘Black Superheroes, Milestone Comics, and Their Fans’, Clumsy, Top Shelf, 2001-03.
- Burn, Sezgin; Tarkan series.
- Cajelli, Diego & Rossi, Lucca; Pulp Stories, Edizioni BD, 1996.
- Cantek, Levent; Türkiye’de Çizgi Roman, 1996.
- Chadwick, Paul; Concrete: Depths, Concrete: Killer Smile, Dark Horse, 2006.
- Clove, Daniel; Ghost World, Caricature, Like a Velvet Glove Cast in Iron, Fantagraphics, 1997-98 / Ice Haven, David Boring, Pantheon, 2000-05.
- Collier, David; Portraits from Life, Drawn and Quarterly, 2001.
- Collins, Max Allan & Rayner, Richard Piers; Road to Perdition, DC Comics, 1998.
- Crepax, Guido; Valentina et La lantern Magique, Justine, Glénat, 1980 / Venus a la Fourrure, Delcourt, 2013.
- Crumb, Robert; The Book of Mr. Natural, Fantagraphics, 1995.
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- Crumb, Robert; *Genesis*, W. W. Norton & Co., 2009.
- Delisle, Guy; *Pyongyang, Jonathan Cape*, 2005.
- Demirel, Selçuk; *Kaleydiskop, YKY*, 2008.
- Demirel, Selçuk & Berger John; *Kiyidaki Adam (The Man on the Beach)*, YKY, 1998.
- Di Giorgio, Jean-François; *Samurai, Soleil Productions*, 2005-.
- Didman, Yalçın; *Eksi Seksen, Rodeo Strip*, 2008.
- Doherty, Catherine; *Can of Worms*, Fantagraphics, 2000.
- Doucet, Julie; *My New York Diary, Drawn and Quarterly*, 1999.
- Drake, Arnold & Waller, Leslie; *It Rhymes with Lust, Dark Horse*, 2007.
- Drooker, Eric; *Flood, Dark Horse*, 1992.
- Enoch, Luca; *Lilith series, Sergio Bonelli Editore (HOZ Comics)*, 2008-on.
- Ersoy, Mehmet; *İlişkiler series, Parantez*, 1995.
- Ertem, İlcan; *Vicdan, Mürekkep*, 2010.
- Feiffer, Jules; *Tantum, Fantagraphics*, 1979.
- Fleener, Mary; *Life of the Party, Fantagraphics*, 1996.
- Folman, Ari & Polonsky, David; *Waltz with Bashir, Metropolitan Books*, 2009.
- Gaiman, Neil; *Sandman series, Dark Horse*, 1990-97.
- Gallagher, Fred & Caston, Rodney; *Megakotyo series, Dark Horse and CMX*, 2003.
- Geç, Faruk; *Kumar, F.G.*, 2010.
- Giffen, Keith & Roman, Benjamin; *I Luv Halloween, Tokyopop*, 2006.
- Gonick, Larry; *The Cartoon History of the Universe series 1 through 7, Main Street*, 1997.
- Goscinny and Uderzo, *Asterix series*.
- Gönülalay, Suat; *Ben Yaşarım, Mürekkep*, 2010.

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- Guillory, Rob & Layman, John; Chew series, Image Comics, 2009–.
- Hergé (Remi, Georges); Tintin series.
- Howard, Robert Erwin; Conan the Barbarian (prose) - also see the comic book series: Thomas, Roy; et al., Conan the Barbarian, Savage Sword of Conan, Marvel, 1970-1993 / 1974-1993 / reprint in Dark Horse, 2003 to today.
- Hub; Okko series, Delcourt, 2005–.
- Igort; 5 is the Perfect Number, Drawn and Quarterly, 2004.
- Jensen, Derrick & McMillan, Stephanie; As the World Burns: 50 Simple Things You Can Do to Stay in Denial, Seven Stories Press, 2007
- Kalesniko, Mark; Mail Order Bride, Fantagraphics, 2001.
- Kane, Gil; His Name Is... Savage, Adventure House, 1968.
- Kanter, Albert Louis; Classics Illustrated, 1941.
- Karabulut, Ersin; Sevgili Günü, Mükrekcep, 2009.
- Katin, Miriam; We Are On Our Own, Drawn and Quarterly, 2006.
- Kim, Derek Kirk; Same Difference and Other Stories, Top Shelf, 2004.
- Kirby, Jack & Simon, Joe; Captain America: The Classic Years: Volume 1-2, Marvel Comics, 2000.
- Kirby, Jack & Lee, Stan; Marvel Masterworks Presents the Fantastic Four series, Marvel Comics, 2000.
- Kishimoto, Masashi; Naruto series, Viz Media, 1999.
- Koike, Kazuo & Kojima, Goseki; Lone Wolf and Cub series, Dark Horse, 2000.
- Kubert, Joe; Fax from Sarajevo, Dark Horse, 1997 / Yossel: April 19, 1943, IBooks, 2003.
- Kunter, Devrim; Seyfettin Efendi ve Olağanüstü Maceraları, Umut, 2013.
- Kuper, Peter; Stop Forgetting to Remember, Crown, 2007.
- Lappé, Anthony; Shooting War, Grand Central, 2007.
- Lucas, George & Tamaki, Hisao; Star Wars Manga series, Dark Horse, 1998.

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- Magnus; L’internat Féminin et Autres Contes Coquins, Delcourt, 2011.
- Maier, Christine & Simon, Anne; Freud, Marx, Dargaud, 2011-13
- Manfredi, Gianfranco & several artists; Volto Nascento series, Sergio Bonelli Editore (1001 Roman), 2010.
- Manisali, Erol; Gölgeler, Derin, 2006.
- Mazzucchelli, David; Asterios Polyp, Pantheon, 2009.
- Mazzucchelli, David & Karasik, Paul; City of Glass - by Paul Auster, Sun & Moon Press, 1985.
- McKean, Dave; Cages, Kitchen Sink Press, 1998 / Pictures that Tick, Dark Horse, 2009.
- Medda, Michele & several; Caravan series, Sergio Bonelli Editore (1001 Roman), 2008.
- Medley, Linda; Castle Waiting series, Fantagraphics, 2006.
- Mignola, Mike & Byrne, John; Hellboy: Seed of Destruction, Dark Horse, 1994.
- Modan, Rutu; Exit Wounds, Drawn and Quarterly, 2007.
- Morrison, Grant; The Invisibles series, Vertigo, 1996.
- O’Connor, George; Olympians series, First Second, 2010-.
- Otomo, Katsuhiro; Akira series, Dark Horse, 2000.
- Perker, M.K. & Kristensen; Todd: The Ugliest Kid on Earth series, Image Comics, 2013-.
- Pope, Paul; Heavy Liquid, Vertigo, 2001.
- Pratt, Hugo; Corto Maltese series.
- Recan, Ali; Yüzbaşı Volkan series.
- Recchioni, Roberto; Uccidere’ Di Nuovo Billy the Kid, Edizioni BD (1001 Roman), 2007.

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- Robinson, Alex; Box-Office Poison, Top Shelf, 2001.
- Rodriguez, Spain; Che, Verso, 2008.
- Sacco, Joe; Safe Area Gorazde, Palestine, Notes from a Defeatist, Fantagraphics, 2000-01-03 / The Fixer: A story from Sarajevo, Drawn and Quarterly, 2003.
- Sacks, Adam; Salmon Doubts, Alternative Comics, 2004.
- Sakızlı, Kerim & Donço, Donço; Sevgi ve Aşk, Arkabahçe, 2007.
- Samura, Hiroaki; Blade of the Immortal series, Dark Horse, 1994.
- Salisbury, Mark; Artists on Comic Art, Titan, 2000.
- Satrapi, Marjane; Persepolis, Embroideries, Chicken with Plums, Pantheon, 2004-05-09.
- Seda, Dori; Dori Stories, Last Gasp, 1999.
- Selçuk, Ali; Akdeniz’in Turuncusu, Maestro Ltd. 2007.
- Serra Antonio & Cozzi, Gianmauro & several artists; Greystorm series, Sergio Bonelli Editore (HOZ Comics), 2010.
- Seth; 'It's a Good Life, If You Don't Weaken', Wimbledon Green, Drawn and Quarterly, 1996-2005.
- Sevel, Haldun; Ustura Kemal series, self-published, 2005.
- Sfar, Joann; The Rabbi's Cat, Pantheon, 2005 / The Professor's Daughter, First Second, 2007.
- Shirow, Masamune; Ghost in the Shell series, Dark Horse, 1989-91.
- Simeoni, Gigi; Gli Occhi e il Buio (Gözler ve Karanlık), Stria, Sergio Bonelli Editore (HOZ Comics), 2010-11.
- Simmonds, Posy; Gemma Bovery, Pantheon, 1999 / Tamara Drewe, Jonathan Cape, 2007.
- Siyahhan, Kemal; Öylesine Yaşandı, Sel Yayıncılık, 2002.
- Smith, Jeff; Bone series, Scholastic, 2005.
- Spain; My True Story, Fantagraphics, 1994.
- Takami, Koshun & Giffen Keith; Battle Royal series, Tokyopop, 2000.
- Tekin, Galip; Tuhaf Öyküler series, Leman, 2011.
- Temizel, Enis; Tantalis’in Meleği: Manisa Tarzani, Lal Kitap, 2009.
- Thompson, Craig; Goodbye Chunky Rice, Blankets, Carnet de Voyage, Top Shelf, 1999-2003-2004.
- Tolon, Selma; Yeniçerî, Arkabahçe, 2005.

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- Yalaz, Suat: Karaoğlan series.
- Classics in Literature (these are also available in Turkish print): Shakespeare’s Hamlet, Macbeth, Richard III., Julius Caesar, Romeo and Juliet, The Merchant of Venice; Mary Shelly’s Frankenstein; H.G. Wells’ The War of the Worlds; Fyodor Dostoevsky’s Crime and Punishment; Leo Tolstoy’s War and Peace; Gustave Flaubert’s Madame Bovary; Franz Kafka’s The Trial; Sir Arthur Conan Doyle’s Sherlock Holmes; Karl Marx’s Capital; Friedrich Engels’ Communist Manifesto; Moliere’s Tartuffe; Honoré de Balzac’s Pere Goriot (Father Goriot); Guy de Maupassant’s Boule de Suif; Victor Hugo’s Les Misérables (The Miserables), Le Dernier Jour d’un Condamné (The Last Day of a Condemned Man), Notre-Dame de Paris (The Hunchback of Notre-Dame); Voltaire’s Candide; Bram Stoker’s Dracula; Homeross’s Odyssea; also collective works of Edgar Alan Poe, H.P. Lovecraft, Jack London, O. Henry, Saint-Exupery, etc., NTV Yayınları, A.P.R.I.L., Everest, Boutique, et al., 2007-11, et al.