



The Language of Comics (Intertext)

Mario Saraceni

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The Language of Comics:

- highly illustrated with large number of real comic strips
- provides a history of comics from the end of the nineteenth century to the present
- explores the 'semiotics of comics', from the interaction between the verbal and the visual and how texts interrelate to the way speech and thought are reported in narrative and point of view
- makes the case for comics as multi-modal texts and considers future developments in the genre
- is user friendly and accessible, and provides a full glossary.

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