

## **Programs and Activities for the SLMC**

**Graphic novel swap:** This is inexpensive and fun, not to mention green! Swaps could be set up by ages to keep titles appropriate. Fans often have tons of these at home, including some they don't read anymore. Or offer tickets to teens who donate some to the library, which could be redeemed for prizes.

**Clubs:** anime viewing clubs, drawing clubs, writing comics clubs, graphic novel reading clubs: All of these appeal to the fans. Hiring professionals is the easiest way to do this, and many of them freelance all over the country. Call your nearest comic shop to see if they know of any artists or authors. A monthly program will garner you a regular audience. A reading club could operate year-round for graphic novels, with targeted prizes and promotions. In a school media center, it could be a lunchtime or afterschool event.

**Cosplay:** Invite teens or other ages to come in dress to watch an anime movie. Or offer workshops in creating the costumes, makeup, and more.

**Japanese culture:** Research Obon festivals or invite someone in to teach simple Japanese phrases or cultural norms. Help fans see why manga and anime are so prevalent in Japanese culture.

**Contests and festivals:** Invite creative artists and writers of all ages to design creatures, superheroes, comic strips, or simple storylines to be acted out. Have a festival or reception to celebrate the winners. Some libraries host anime- or manga-related events over a week or weekend, including art shows and other programs.

**Read/watch club:** Read graphic novels & manga then watch their movie adaptations. Titles could include:

- The Dark Knight
- Spirited Away
- Waltz With Bashir
- Persepolis
- American Splendor