The Will Eisner Graphic Novel Grants for Libraries are presented to three libraries during the Annual Summer Conference of the American Library Association. The Innovation Grant supports the creation of a new graphic novel service, program, or initiative, and the two Growth Grants help a library expand existing graphic novel services and programs. The ALA Graphic Novels and Comics Round Table selects the winning libraries through a juried procedure.

The three grants include graphic novels and cash stipends to help create state-of-the-art graphic novel collections. Included are graphic novels by the year’s Will Eisner Comic Industry Award nominees and winners, the Will Eisner Library with Will Eisner’s graphic novels and textbooks, $2,000 to purchase additional graphic novels, $1,000 to hold graphic novel themed library events, and a $1,000 travel stipend to attend the ALA Summer Conference. Note: Some graphic novels contain mature content.

The Will Eisner Graphic Novel Grants for Libraries provide three libraries with the best in the sequential arts field. They highlight Will Eisner’s contributions to the comics industry and recognize the important role that librarians have played in the phenomenal growth of the graphic novel in libraries. While Will Eisner helped to create the graphic novel format, leading librarians have long-championed the many benefits of graphic novels and comics to the world’s readers — young and old.

The Library Grants are underwritten by The Will & Ann Eisner Family Foundation; the graphic novels are provided by their respective publishers; and Diamond Comic Book Distributors provides the consolidation and shipping services. Grant applications and rules are located on the ALA website at www.ala.org/rt/gncrt/eisner. Be sure to apply by the deadline.
The Spirit
W.W. Norton (978-0393328165)

The Name of the Game
W.W. Norton (978-0393328158)

The Building
W.W. Norton (978-0393328165)

The Plot: The Secret Story of The Protocols of the Elders of Zion
(nonfiction)
W.W. Norton (978-0393060454 tp, 978-0393328608 hc)

Last Day in Vietnam
(nonfiction),
Dark Horse (1569715000 tp, 1616551209 hc)

Fagin the Jew
Dark Horse (1616551261)

THE SPIRIT

Will Eisner's The Spirit Archives, Vol. 1–26
DC Comics (various ISBNs)

Will Eisner's The Spirit: The New Adventures Archives, Dark Horse (1569717325)

Will Eisner's The Spirit: The Spirit Archives Edition
IDW (1613771754)

The Best of the Spirit
DC Comics (1401207557)

The Spirit: Femmes Fatales
DC Comics (1401219734)

Will Eisner's The Spirit Vol. 1
by Darwyn Cooke,
DC Comics (14012161616 hc, 14012161618 tp)

Will Eisner's The Spirit Vol. 4
by Sergio Aragonés,
DC Comics (1401225056 tp)

Will Eisner's The Spirit Vol. 5
by Various,
DC Comics (1401226428 tp)

The Spirit: A Celebration of 75 Years
DC Comics (1401259457)

Will Eisner's The Spirit Returns
Dynamite Entertainment (1606908419)

OTHER BOOKS BY WILL EISNER

Will Eisner Sketchbook,
Dark Horse (1569719602)

Will Eisner's Shop Talk
(interviews)
Dark Horse (1569719369)

Eisner/Miller
(interviews),
Dark Horse (1569715544)

Will Eisner's John Law: Dead Man Walking
IDW (1932352273)

PS Magazine: The Best of The Preventive Maintenance Monthly
Abrams ComicArts (0385510097)

Moby Dick
(adaptation),
The Princess and the Frog
(adaptation),
Don Quixote: The Last Knight
(adaptation),
Sundjiata: A Legend of Africa
(adaptation),
(Currently out-of-print)

The Blackhawk Archives, Vol. 1
DC Comics (1563897009)

Hawks of the Seas
Dark Horse (1569714270)

ABOUT WILL EISNER

Will Eisner was born on March 6, 1917, to a poor immigrant family in Brooklyn, New York. By the time of his death, on January 3, 2005, Eisner was recognized internationally as a giant in the field of sequential art, a term he coined. He was and remains one of the most influential people in all of comics. In a career spanning nearly 70 years — from the dawn of the comic book to this age of digital comics — Eisner was truly the “Orson Welles of comics” and the “Champion of the Graphic Novel.”

A lifelong innovator, Eisner revolutionized the comics industry in the 1940s with his famed newspaper series “The Spirit,” and yet again in 1978 with his acclaimed

A Contract with God, the first modern graphic novel. Always breaking new ground in the development of visual narrative and the language of comics, he authored three groundbreaking textbooks and pioneered using comics as an educational and instructional tool.

Eisner taught and inspired hundreds of students and served as an inspiration and mentor to both fledging and veteran artists. The comic industry’s most prestigious honor, the Will Eisner Award—the medium’s equivalent of the Oscar—is named for him.

Visit www.willeisner.com for more information.