



Trends in Children's Literature



Visual Literature: Graphic Novels and Comics

This digital age in which we live is also a visual age. Visual content attracts the attention far quicker than text. In the world of literature and entertainment, graphic novels and comics have begun to move inwards from the fringes of culture towards the centre of our reading lives. The arrival of the tablet has seen visual content in digital form experience massive growth.

If a child exhibits an interest in graphic novels and comics, it is important that they are encouraged to pursue it. Both graphic novels and comics will make valuable and beneficial contributions to a child's reading experience.

The 'Transmedia' Trend

Books have been adapted to other media and vice versa for decades but these days, the transmedia storytelling trend is taking adaptation to another level. Stories, or crucially the worlds in which stories are set, are being extended across a wide range of platforms, from books to film and television, to social and interactive media. This means that children are now in the unique and exciting position of being able to literally interact with the stories they are reading.

Age Banding

There has always been a discussion of some kind on what type of content is deemed appropriate and acceptable in children's literature. In 1963, Maurice Sendak's *Where the Wild Things Are*, in which the author depicts an unruly boy's defiance of his mother, was banned from the United States as it was deemed upsetting and potentially damaging to young readers.

Age banding for children's and young adult books is always a relevant topic of debate, both in traditional print media and across social networking sites. Some in the industry believe that children's fiction should be continually pushing boundaries and questioning society's definition of what children are capable of reading and understanding. Others talk about restricting children's choices and those of readers with a younger reading ability.