

Appendix 5.1. Elements of Graphic Novels and Visual Literacy

Panels: A panel is a box or frame that depicts action. A panel can be of any size, but the size affects the story's pacing. Smaller panels suggest shorter time frames.

Icons: The images in a panel; the idea of iconography is that images *convey* a concept, and our brains make an interpretive leap from the image to that concept.

Closure: The result of the reader observing parts but perceiving the whole (McCloud, 1993). The reader works to see what is *not* depicted in a panel. The ability to do so in a baseball graphic novel is often based on one's experience and knowledge of the game, its subtleties and nuances.

Time and Space: The manner in which an artist must depict time, frame by frame, and how the reader must make inferences about the "space" between panels. In a graphic novel, time and space are being divided by panels. When baseball's motion is depicted in a graphic novel—base stealing, hitting, running, catching—the reader is again using prior experience to "fill in" the gaps of time. For instance, action sequences may show a ball in hand, followed by a ball in flight, followed by a tag at third base. A reader who has watched or played baseball will be able to interpret the use of images in such a sequence.

Action: Related to time and space, *action* is conveyed through a sequence of images and panels. The reader draws conclusions from the sequence in order to view it as functioning as a whole.