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Brief Summary

This capstone research paper sees to establish the historical and thematic roots of the graphic novel in Victorian-era serialized literature. This qualitative study examines both primary and secondary texts to first establish some of the conventions of graphic narrative (using texts from as far back as the Roman era), then examines parallels between Victorian-era serialized literature and the relatively recent phenomenon of graphic novels. Specifically, I will examine what conventions Victorian literature and illustrations borrow from the Roman period, then how Victorian conventions (for instance serialization) affected the form of the novel, and how graphic novels borrow from Victorian literature.