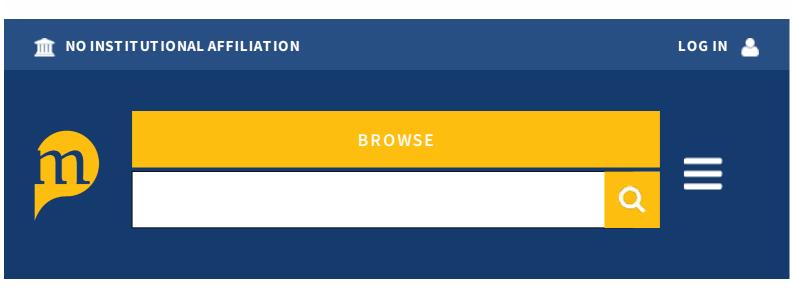
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Serialization and Empire in Neil Gaiman's the Sandman.



# O Serialization and Empire in Neil Gaiman's the Sandman

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#### **Abstract**

While comics at large continue to achieve legitimacy in academia, both in terms of the number of scholarly publications in contemporary literature journals as well as the breadth and variety of courses taught at both the undergraduate and graduate levels, comics studies and pedagogy remains decidedly skewed toward privileging single volume works rather than comics that originally appeared in a serialized format. In addition to biases against their mainstream status, more akin to "low culture" than, say, a critically and publically celebrated graphic memoir à la Bechdel's *Fun Home* or Spiegelman's *Maus*, monthly comics are commonly excluded in the classroom for the matic and structural reasons. Teachers commonly associate ongoing serialization with a loose, sprawling structure, akin more to a television drama than a single volume work of literature. This view ultimately marginalizes authors' the matic concerns—Neil Gaiman's *Sandman*, which clocks in at seventy-five issues, focuses on a cluster of related the mes, explored in vastly more depth

and intricacy than could have been achieved in a single volume work. While limitations on class time often precludes teaching comics series that run for dozens or hundreds of issues, comics scholars should make a more concerted effort to incorporate such works into the classroom, bringing to light important concerns regarding narrative structure and marketplace concerns that are less readily visible in single volume works. Using Sandman as a case study, I will argue for the pedagogical benefits of incorporating mainstream comics into the classroom, emphasizing that by studying such works, we can gain a richer and fuller understanding of the narrative and the matic possibilities of comics.

### SERIALIZATION AND EMPIRE IN NEIL GAIMAN'S THE SANDMAN

JUSTIN MELLETTE

While graphic memoirs such as Art Spie gelman's Maus, Marjane Satrapi's Persepolis, and Alison Bechdel's Fun Home continue to receive resounding critical appreciation and commercial success, they remain more the exception than the norm in these still nebulous days of comics scholarship. Their autobiographical focus as well as their investment and depiction of exotic, attention grabbing topics (the Holocaust, Iranian Revolution, and sexual orientation/family dynamics, respectively) have been enough for them to be engaged and celebrated by critics formerly subscribing to the long-held belief that "comics cannot be literature." In addition, their manageable, single volume size makes them more approachable than a long-term serialized comic, especially for teachers assigning texts in the classroom and scholars writing about comics for peer-review. Owing to the inherent difficulty of discussing a project that can span dozens of issues, not enough critical attention has yet been paid to comics whose origins are in the traditional monthly format, such as Neil Gaiman's The Sandman. Though individual issues of that series, such as "A Midsummer Night's Dream," have been applauded and even awarded, most critics are hesitant to attempt a discussion of the series' full seventy-five issue, seven-year run.1

Over the course of its monthly serial publication, The Sandman was also published in ten trade paperback volumes, containing either a full story arc or a collection of one-off issues, resembling a collection of interrelated short stories. Though it is tempting to discuss an individual arc in an article or essay, such as the Namia-esque "A Game of You," doing so limits the type of scholarship available on the series and overlooks many aspects of the series' long-term organizational, structural, and the matic merits. While such a comprehensive approach inevitably privileges certain aspects of the series over others, discussing over-arching thematic concerns, those that appear throughout the series in addition to the numerous one-off issues, is a fruitful

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