GRAPHIC MEDICINE BOOK CLUB: VETERANS’ STORIES

CREDIT AND EVALUATION
This health program was developed in partnership with the National Network of Libraries of Medicine (NNLM). Your feedback is encouraged. 
https://nnlm.gov/Zkj

AGES
Teens or adults

PROGRAM DESCRIPTION
This book club program uses graphic novels about veterans to explore veterans’ experiences and health. See Resources discussion guides, including questions about At War with Yourself (2016) and When I Returned (2016).

BACKGROUND
Research suggests that we are better at understanding and absorbing information presented in visual forms, such as comics. Stories are more engaging than factual information alone. It is much easier to remember and empathize with something a friend has experienced than with hard statistics.

Coined by Ian Williams, a physician in the United Kingdom, graphic medicine “is the intersection of the medium of comics and the discourse of healthcare.” Graphic medicine combines visual storytelling and medicine, creating a unique opportunity for readers to experience and learn about healthcare experiences through comics.

MATERIALS
• Copies of book club books
• Educational materials
• Snacks (optional)

SPACE
Meeting room

PERSONNEL

IDEAS:
Consider asking a veteran in your community to talk about their experiences at a teen or adult book club. You might also partner with a veterans’ organization to run this program for veterans. Be sensitive to the needs of your local veteran community.
GAME/ACTIVITY | OUTSIDE PRESENTER OPTIONAL

One staff member or volunteer

RESOURCES

Web
CCS: When I Returned
https://gumroad.com/l/whenireturned

NNLM: Graphic medicine book clubs
https://nnlm.gov/her/graphic-medicine

NNLM: Summer health programming
https://nnlm.gov/initiatives/summer-reading

About graphic medicine
https://www.graphicmedicine.org

The Center for Cartoon Studies (CCS)
https://www.cartoonstudies.org

MedlinePlus: Veterans and military health

U.S. Dept. of Veterans Affairs: National Center for PTSD
https://www ptsd.va.gov

U.S. Dept. of Veterans Affairs: Mental health
https://www.mentalhealth.va.gov

Adult Nonfiction


GAME/ACTIVITY | OUTSIDE PRESENTER OPTIONAL


Williams, Samuel. At War with Yourself. Singing Dragon, 2016. 978-1848192959.