

Comic books, politics and readers: the influence of the 2000AD group of comics creators on the formation of Anglo-American comics culture

Latest additions
Usage statistics
Search: simple / advanced
Browse by
Year
Research area
Author
Theses
Help
How do I add my work?
Repository FAQs
Repository policies
Accessibility
Copyright
Contact us

Comic books, politics and readers: the influence of the 2000AD group of comics creators on the formation of Anglo-American comics culture.

Little, Ben (2011) *Comic books, politics and readers: the influence of the 2000AD group of comics creators on the formation of Anglo-American comics culture*. PhD thesis, Middlesex University. [Thesis]



PDF
[Download \(21MB\)](#) | [Preview](#)

ABSTRACT

This thesis accounts for the influence on the mainstream American comic book industry of a group of comics creators from the cult British science fiction magazine 2000AD in the early 1980s. It details the way in which these creators developed new methods for approaching politics in comic books and delivering that to a more diverse group of readers as a response to censorship in Britain of the boys magazine Action.

The thesis looks at the way the medium's publishing history has interacted with the development of its modes of communication; in particular it explores how the reader in comics is positioned in relation to character and narrative development. To support this argument two chapters are devoted to the methodology and discussion of how the medium works. Comics consist of sequences of images that require reader input to produce a narrative. The chapters on form explore the implications this has for close analysis. These chapters use Hergé's iconic character Tintin and Grant Morrison and Chas Truog's surreal Animal Man: Deus Ex Machina as examples and draw upon and critique the theoretical work of Scott McCloud and Thierry Groensteen, among others. The core of the thesis revolves around close analysis of eight texts, three from the UK and five from the USA. These are grouped into categories that broadly represent the different phases of the phenomenon. The first includes John Wagner, Alan Grant and Ian Gibson's RoboHunter: Play It Again Sam; Alan Moore and Ian Gibson's The Ballad of Halo Jones and Alan Moore and David Lloyd's V for Vendetta. These readings are then tested against roughly contemporary American published comics in the form of Chris Claremont and John Byrne's X-Men: The Dark Phoenix Saga and Frank Miller's Daredevil before looking at Alan Moore, Steve Bissette and John Totleben's Saga of The Swamp Thing as a direct transferral of values developed on 2000AD to the American market. The thesis then moves on to consider how British creators influenced American comics moving forward by looking at an example that was clearly influenced by the movement in Frank Miller's Batman: The Dark Knight Returns again using his earlier comic Ronin for comparison. Throughout the thesis these readings are used to show how these comics imagined new political configurations in response to the right-wing politics of Margaret Thatcher and Ronald Reagan and attempted to do so while engaging a more diverse readership than was previously the case in either the British or American adventure comics mainstream. The thesis as a whole advances comics studies in terms of contributing to theoretical work on how the medium communicates and by providing a detailed look at this period in the history of comics. It also contributes to a framework for future research in cultural studies to approach different aspects of the medium.

Item Type: Thesis (PhD)

Additional Information: A thesis submitted to Middlesex University in partial fulfillment of the requirements for the degree of Doctor of Philosophy.

Research Areas: [A.](#) > [School of Media and Performing Arts](#) > [Media](#) > [English Language and Literature](#)

Item ID: 8089

Useful Links: • [Middlesex University Expert Profile](#)

Depositing User: [Repository team](#)

Date Deposited: 09 Aug 2011 14:15

Last Modified: 02 Apr 2019 16:20

URI: <https://eprints.mdx.ac.uk/id/eprint/8089>

Actions (login required)



[View Item](#)

CORE (COnnecting REpositories)

Middlesex University Research Repository is powered by *EPrints 3* which is developed by the [School of Electronics and Computer Science](#) at the University of Southampton. [More information and software credits.](#)



Comic book icons like Alan Moore, Neil Gaiman and Grant Morrison all had some of their earliest work published in "Tharg's Future Shocks." Over the years, the feature has spawned several other variations on the basic idea throughout the "2000 AD" publishing line. Tharg's presence in the title of this series is equally important. Tharg's Crypt Keeper-esque role in "2000 AD" might seem outdated by modern standards, but he is a unifying presence across decades of the series. While the contents of any given issue will always vary, Tharg remains, and the After the comic merged with 2000 AD, Johnny Alpha quickly became a fan favourite character and Strontium Dog remains one of the most iconic strips in the history of British comics. The series is set in a world where nuclear war has left two classes of people - the mutants and the Norms. Celebrate 65 years of the greatest football comic ever! Celebrating 65 years of goals and glory in 2019, this first in a spectacular new luxury treasury series collects the very best stories from the first decade of Roy of the Rovers comics. On the back page of the comic, readers were treated to 'A crazy "Monster Piece" for you to cut out and collect!', and thus the Creepy Creations were born! That first gloriously gruesome entry from Ken Reid was titled 'The One-Eyed Wonk of Wigan'. Books. • Vis. Narrative Reader. • VL of Comics. • Early Writings on VL. The book provides an original yet persuasive account. of the relationship of comics and language and introduces key. terms and conceptual distinctions that are likely to become part. of the common sense of comics analysis and criticism. It also. explores the ways in which comics have been used as tools of. communication and self-expression across a variety of cultural. contexts. Author of The DC Comics Guide to Creating Comics: Inside the Art of Visual Storytelling. "Neil Cohn introduces a new and rigorous set of tools for. discussing comics and visual narrative that will influence. practitioners as well as academics. His arguments confirm. many intuitions of cartoonists about the way comics work while.