For my research paper, I would like to investigate the role that graphic narratives can play on different types of education.

First, I would go over the current role that graphic narratives play in American culture—how comics have been viewed, how they are currently viewed, and how stereotypes may be changing as graphic narratives change and evolve. I would then go over how different cultures (i.e. Korea and Japan) view comics differently, and how comics are used in those cultures, and how they are viewed culturally, etc.

Then, I would look at some already-published works that I believe have particular merit as teaching tools in formal education. For example, I think that the work *Maus* could be (and actually has been, to some extent) used to teach aspects of the Holocaust history.

I would then propose ways in which new types of comic representations could be created that would benefit disciplines that usually do not integrate with non-traditional teaching methods, such as maths and the hard sciences. I would draw on materials used in other cultures for inspiration, such as how upper level chemistry textbooks in some Japanese classrooms feature manga illustrations to illuminate difficult concepts.

Not to be forgotten is the role that graphic narrative can play in informal education as well. This would comprise the bulk of my paper, as it is an area I am quite interested in— the role of graphic narrative in acculturation, therapeutic, intercultural type settings is almost boundless. Comic examples could include *Persepolis*, *Fun Home*, *Jimmy Corrigan*, etc.