GRAPHIC NARRATIVES OF WOMEN IN WAR: IDENTITY CONSTRUCTION IN THE WORKS OF ZEINA ABIRACHED, MIRIAM KATIN, AND MARJANE SATRAPI

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Summary/Abstract: By applying terminology from trauma theory and a methodological approach from comics scholarship, this essay discusses three graphic autobiographies of women. These are A Game for Swallows by Zeina Abirached (trans. Edward Gauvin, 2012), We are on our Own by Miriam Katin (2006), and Persepolis by Marjane Satrapi (trans. Anjali Singh, 2004). Two issues are at the centre of the investigation: the strategies by which these works engage in the much-debated issues of representing gendered violence, and the representation of the ways traumatized daughters and their mothers deal with the identity crises caused by war.
31. Postwar women had more opportunities to find work than they had had in the prewar days. 32. Natural oils taken from the rose and the jasmine flower are valuable ingredients of perfume. 33. New Orleans is a city which older traditions can still be seen. 45. Sixteenth-century mariners called Bermuda the “Isle of Devils” partly because breeding seabirds are making horrid sounds in the night. 46. Small animals can survive the desert heat by finding shade during the daytime. 47. So incredible explorer John Colter’s descriptions were of the Yellowstone area that people didn’t believe in its existence. 48. Public lands in many parts of the West may be overgrazed as cattle, sheep, and wildlife compete for forage. Without works such as hers, there would likely not be many modern works inspired by similar themes, such as The Searchers, starring John Wayne. (Summary by Matthew Scott Surprenant). For further information, including links to online text, reader information, RSS feeds, CD cover or other formats (if available), please go to the LibriVox catalog page for this recording. This was an insightful narrative about a woman in the puritan era and the struggles to survive for both the captives and the captures. Women and the American lifestyle. It both astonishes me and yet disappoints me to see; the enormous blessings of hard work, efforts and democracy has given us today but, how “out of touch” we have become. others, has worked with graphic narratives as serious forms of multimodal texts, arguably increasingly. becoming a major genre with the digitally mediated world: I wish to move beyond seeing the reading of comics as a debased or simplified word-based literacy. Jones in the texts she analyses, ‘graphic narratives that provide compelling individual stories of those. whose lives may be quite diærent from the reader’ (p. 21). Reading her book became an important. Abirached, Zeina. 2012. A Game for Swallows: To Die, to Leave, to Return. Minneapolis, MN: Graphic Universe.