Publisher’s Profile

Gale Digital Collections
Where history lives online

Officers: Vincent Vessalo, Director, eArchival Solutions Group
Jim Draper, Vice President of Publishing, Gale Digital Collections

Vital statistics

- Number of employees: 675 (~30 of which support the Digital Archive program directly)
- Number of digital collections published annually (print, electronic, open access, etc.): 25 to 30 new projects published annually
- Number of digital collections making up the Gale Digital Archive portfolio: 100

History and Brief Description of Publishing Program

Gale Digital Collections make rare, previously difficult-to-access primary source materials viewable and searchable to the world, in an online digital format. From the 1100s to the 2000s; from the Wild West to the Far East; from culture and business, to politics and war, to religion and government; this remarkable, ever-expanding resource supports the needs of today’s scholars, faculty and students and enhances the value and reputation of any academic and scholarly institution.

Well-known for its ground-breaking Eighteenth Century Collections Online, Gale Digital Collections has now grown to nearly 100 collections in just a few short years. Ever developing and expanding its portfolio, Gale has sourced from some of the most prestigious libraries in the world and has worked with the best scholars in a wide range of disciplines. Now with our exciting new cross-search platform of historical newspaper and periodical collections, Gale NewsVault, Gale is making available to students and researchers, for the first time, access to more than ten million pages of primary source materials in a discoverable, single-search format. Archives Unbound, Gale’s new cross-searchable platform of more than 50 collections and growing rapidly, allows librarians to select affordable primary source collections to fit the demands of a wide range of faculty and students.

From faculty research to classroom use, from manuscripts to newspapers to monographs, Gale Digital Collections fit a wide array of student and faculty needs. From history and literature to business and area studies, there is a collection designed to fit every budget.

Gale Digital Collections is publishing program within Gale, a part of Cengage Learning which offers print, eBook and database solutions to academic, public, school, and special libraries.

More information on Gale Digital Collections can be found at: http://gdc.gale.com.

Gale is based in Farmington Hills, Michigan, with additional offices in the U.S., and in the following international regions: Europe, the Middle East, Africa, Asia, Australia, New Zealand and Latin America.

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From the Reference Desk
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be a bit pricey for some budgets, all types of libraries from academic to public to high school should give it serious consideration.

This reference work is also available online. The prices can be requested at http://www.cqpress.com/product/Encyclopedia-of-Religion-in-America.html.

Comic books and graphic novels have a telling impact on popular culture. A quick look at the table of contents of Greenwood’s recent two-volume set Encyclopedia of Comic Books and Graphic Novels (2010, 978-0313357466, $180) more than bears this out. Edited by M. Keith Booker, professor of English at the University of Arkansas in Fayetteville, this set attempts to show the evolving development of comic books, once seen as “mindless entertainment for kids” and the graphic novel which provides “a new and more respected outlet for the comics’ art form.”

The Encyclopedia consists of more than 330 entries by 80 contributors that cover writers, artists, themes, and specific titles and characters, as well as noted publishers like DC Comics, Marvel, and Dark Horse. Although the preponderant coverage is of American writers and artists, there is a solid tradition in both Europe and Japan which is reflected in specific entries on “European Comics” and “Manga” as well as those on artists like Jean Giraud and Osamu Tezuka.

The entries are well-written and both serious and informative for researchers, as well as fun for fans. The set has a standard list of alphabetical entries in addition to a list of entries by broad topic and a general index. While the overall tone of the articles is serious and scholarly, the individual entry bibliographies are uneven. A few have useful selected bibliographies like the articles on “Comics Scholarship,” “Ghost World,” “Religion in Comics,” and “Superheroes,” but many entries have one citation, and others have no source listed at all. Hopefully any future edition will provide more useful bibliographies.

Given its “Anglophone” emphasis, the Encyclopedia of Comic Books and Graphic Novels makes no claim to be a truly comprehensive resource. However, it highlights the most influential developments from the early Superman comics to Marvel’s cast of superheroes to Will Eisner’s A Contract with God (often seen as the first Graphic Novel) to the critical respect afforded the work of Art Spiegelman. Editor,