



Description

The intersections of law and contemporary culture are vital for comprehending the meaning and significance of law in today's world. Far from being unsophisticated mass entertainment, comics and graphic fiction both imbue our contemporary culture, and are themselves imbued, with the concerns of law and justice. Accordingly, and spanning a wide variety of approaches and topics from an international array of contributors, *Graphic Justice* draws comics and graphic fiction into the range of critical resources available to the academic study of law. The first book to do this, *Graphic Justice* broadens our understanding of law and justice as part of our human

world—a world that is inhabited not simply by legal concepts and institutions alone, but also by narratives, stories, fantasies, images, and other cultural articulations of human meaning. Engaging with key legal issues (including copyright, education, legal ethics, biomedical regulation, and legal personhood) and exploring critical issues in criminal justice and perspectives on international rights, law and justice—all through engagement with comics and graphic fiction—the collection showcases the vast breadth of potential that the medium holds. *Graphic Justice* will be of interest to academics and postgraduate students in: cultural legal studies; law and the image; law, narrative and literature; law and popular culture; cultural criminology; as well as cultural and comics studies more generally.

Table of Contents

Introduction

Thomas Giddens

1 Lex Comica: On Comics and Legal Theory

Thomas Giddens

Part 1: Introducing Comics and Law

2 Holy Blurring of Core Copyright Principles, Batmobile!

Kimberly Barker

3 Devil's Advocate: Representation in Heroic Fiction, *Daredevil* and the Law

Graham Ferris and Cleo Lunt

4 I am the Law Teacher!: An Experiential Approach using *Judge Dredd* to Teach Constitutional Law

Richard Glancey

5 Not Foresighting and Not Answering: Using Graphic Fiction to Interrogate Social and Regulatory Issues in Biomedicine

Shawn HE Harmon

6 Law and the Machine: Fluid and Mechanical Selfhood in *The Ghost in the Shell*

Thomas Giddens

Part 2: Graphic Criminology

7 When (Super)heroes Kill: Vigilantism and Deathworthiness in *Justice League*, *Red Team*, and the Christopher Dorner Killing Spree

Nickie D Phillips and Staci Strobl

8 Extreme Restorative Justice: The Politics of Vigilantism in Vertigo's *100 Bullets*

Angus Nurse

9 Violent Lives, Ending Violently? Justice, Violence and Ideology in *Watchmen*

James Petty

10 Stepping off the Page: 'British Batman' as Legal Superhero

Nic Groombridge

Part 3: Graphic Justice International

11 The Hero We Need, Not the One We Deserve: Vigilantism and the State of Exception in *Batman Incorporated*

Chris Comerford

12 Judge, Jury and Executioner: *Judge Dredd*, Drones, Jaques Derrida

Chris Lloyd

13 Crimes against (Super)Humanity: Graphic Forms of Justice and Governance

Chris Boge

14 Graphic Reporting: Human Rights Violations through the Lens of Graphic Novels

Jérémie Gilbert and David Keane