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The Reimagination of *Alice's Adventures in Wonderland* through novelty books.

In the thirteenth century movable books emerged but as scientific objects catered towards adults for astrological, astronomical, anatomical, religious, mathematical, or navigational purposes (Liu 57). Movable books were not catered to children at this time, as they were not the target user, customer, or reader (Liu 57). However, by the mid-eighteenth century, movable books wandered away from scientific pretenses and were progressively marketed towards children. Publishers began to develop various techniques to create motion on the page (Faden 74).

*Alice's Adventures in Wonderland* by Lewis Carroll first published in 1865 has paved the way for numerous publishers, authors, and illustrators to take part in continuing the legacy of Carroll's most well-known creation. *Alice* has been reimagined into many forms of media, such as graphic novels, novelty books, films, music, games, and art. Through the analysis of *Alice in Wonderland Panorama with Movable Pictures* by A.L. Bowley and *Alice's Adventures in Wonderland with Cut-out Pictures in Colors* by Lewis Carroll, painted by Julia Greene and Helen Pettes, this paper will argue that due to the highly-interactive and game-like nature of *Alice*, this foundational and highly influential text has inspired publishers, and illustrators to reimagine the tale into novelty books. As the text calls upon the reader to delve into their imaginations through the character *Alice* who visits a magical world filled with games, this context has motivated illustrators and paper-engineers to consider *Alice* as the perfect fit to be crafted into novelty books. Through novelty editions of *Alice* inspired by the original tale, this paper will also argue that books

are a multipurpose object with the ability to inspire other areas of media and encompass interactivity in versatile manners. For further discussion, this paper will take a historical and child-orientated approach to delve into the importance of novelty properties in children's books and their relation to the child reader. The historical context of *Alice* such as the publishing and manufacturing history of *Alice*, the reimagination versatility that *Alice* has enabled, and the reworking of *Alice* in the form of novelty books will also be analyzed.