From the comic strip to the graphic novel, the cartoon arts have quickly become an important storytelling medium, particularly in and about Europe. The comic arts have diversified into multiple genres—from the superhero tale to the adventure/spy tale, the graphic memoir, the historical comic, and dystopian sci-fi sagas, all of which reflect various aspects of European community, identity, experience and history. In this online class, we will trace the development of European comics and graphic novels from their 19th-century precursors to their current, sophisticated post-modern and post-human iterations. Our texts tentatively include the “picture stories” of 19th-century Swiss master Rodolphe Töpffer; modernist woodblock novels by Flemish artist Frans Masereel; “golden age” adventure and fantasy tales like Hergé’s *Tin Tin in the Land of the Soviets*, Peyo’s Smurf comics, and Hugo Pratt’s sea-faring adventure *Corto Maltese*; Alan Moore’s totalitarian vision of Thatcher’s England, *V for Vendetta*; Marjane Satrapi’s graphic memoir *Persepolis*; and Jacques Tardi’s World War I-themed *It Was the War of the Trenches.*