The author has written this guide "for librarians, teachers, parents and caregivers," although it is most suited to those interested in, or with a flair for, the dramatic. Training in dance or drama is not necessary for using the techniques in this guide, yet it may enhance your experience. For example, in the "StoryTrip" to India, the programmer acts as a genie and takes the kids on a magic carpet ride. As a movement activity, the children are asked to "dance their food wishes . . . by using all parts of their bodies to express the eating, the exuberance, and the shape of the food" (106).

While this title may not be for everyone, it is full of enthusiasm, imagination, and high on creativity! If your programming style needs a new twist, this may be just the book for you.—*Sarah Hart, Information Services Librarian, Children's Services, Brampton Library, Ontario, Canada*

Technology and the School Library. Odin L. Jurkowski. Lanham, Md.: Scarecrow, 2006. 219p. $45 (ISBN 978-0-8108-5290-7).

This is a perfect book for anyone, not just school librarians, struggling with technology. Whether you are completely technologically illiterate or just need to brush up on the latest and greatest, this book has something for everyone. Jurkowski divides the book into five sections, which allows the reader to start at the beginning with the basics or skip ahead to more in-depth technology information, usage, and implementation. The first section covers hardware, software, and networks. The author discusses each component for those who are new to computers. The school Web site section is particularly helpful, with information about Web site development tools, design ideas, and features commonly found on school library pages. Most useful is a four-tiered checklist to help librarians know where to begin. The section on equipment is informative and current, with sections covering USB flash drives, digital cameras, projectors, PDAs, laptop computers, mobile computer labs, and interactive whiteboards. The arrangement of student computers is also covered, as are desktop security, repair, and filters.

The chapter on automation covers all of the functions that are important when selecting a system and includes additional equipment that might be necessary as well as issues to consider when funding and planning for a new system. Jurkowski also provides a guide to security systems. The professional development section gives ideas and suggestions for bringing technology to the teachers and students and points out that staff members will need help implementing technology into their lessons and classrooms.

Each section has a list of helpful Web sites along with a list of sources. Jurkowski has covered many aspects of technology that a school librarian will encounter. He also stresses that librarians are most important when it comes to technology. While technical staff can install and connect, librarians are the ones who see the big picture and need to know what specific technologies will enable teachers to enhance the learning environment for students. The language is easy to understand, and the information presented is accessible to anyone, no matter what their level of technological proficiency. This is a book that all school librarians should have access to; it also would be beneficial in classes that cover technology and libraries.—*Melanie Wachsmann, Media Specialist, Cypress Ridge High School, Houston, Texas*

Understanding Manga and Anime. Robin E. Brenner. Westport, Conn.: Libraries Unlimited, 2007. 333 p. $40 (ISBN 1-59158-332-2).

In the introduction to her book *Understanding Manga and Anime,* author Robin E. Brenner states that the intended audience for the book "may include librarians selecting titles for their collections, parents purchasing for their children, or simply new readers wondering what those giant sweat drops appearing above the characters' heads are all about" (x). This extensive, detailed survey of the world of Japanese comics (manga) and animation (anime) will indeed meet the needs of readers from any of the above categories. The book joins a list of many that provide overviews of the history and culture of manga; however, this particular work stands out from the others due not only to its informative content but its user-friendly organization.

The book initiates readers into the world of manga and anime by giving a brief history of each and discussing their unique visual vocabulary, such as the sweat drops mentioned above that indicate a character's feelings of "nervousness and embarrassment" (54). Brenner then delves deeper into the aesthetics of manga to discuss many of its typical elements such as nudity, graphic violence, and homosexuality, whic many western readers would not expect to find in a comic, and places these elements within a proper cultural context to help new readers understand the prevalence of such "questionable" content.

Readers looking to learn about specific titles in a given genre and librarians looking for titles to add to a collection will benefit greatly from the chapters dealing with various genres. Each of these chapters contains a list of recommended titles with plot summaries and age recommendations. Aspiring manga artists and readers looking to learn more about manga will also benefit from Timothy R. Lehmann's *Manga: Masters of the Art* (HarperCollins, 2005) and Paul Gravett's *Manga: Sixty Years of Japanese Comics* (Laurence King, 2004). The former contains in-depth interviews with manga creators about their work. The latter provides an extensive look at the history of manga. Librarians planning a manga or anime collection, however, will easily benefit more from Brenner's book than any other due to the inclusion of suggestions for promoting a manga library collection, the lists of recommended titles, and the lists of resources for locating reviews.—*Edward Whatley, Instruction and Reference Librarian, Georgia College and State University, Milledgeville, Georgia*