



*View from inside of the Genocide Gallery*

The 10 graphic novels included in this box are a unique feature element of the Genocide Gallery located in the Human Rights Wing of the Dallas Holocaust and Human Rights Museum.

Of all the exhibits in the museum, the Genocide Gallery was the most challenging to design. By the time the visitor reaches the Genocide Exhibit she/he has already traversed the Holocaust Gallery, documenting in no little detail the Nazi genocide of the Jews and other victims of the Shoah. After such an intense experience, how much more can a person absorb? Further, what did we want to teach about genocide, and how could we make an indelible impression on our visitors, particularly those of high school age?

Our solution was to create a gallery that did more than focus on facts and figures, dates and places. We sought to draw our young visitors into a creative environment and highly personal experiences. We wanted to engage our visitors' senses- auditory, visual and tactile- in a different manner than we had in the rest of the museum.

To that end the genocide gallery is comprised of ten sculptures, 18 foot high, each corresponding to different genocidal occurrences as well as a distinct stage of genocidal activity.



The stages are based on the Ten Stages of Genocide as articulated by Professor Gregory Stanton presented in a briefing paper for the United States Department of State in 1996. In it he suggested that genocide develops in stages that are "predictable but not inexorable". It is a logical model for analyzing the processes of genocide, and for determining preventive measures that might be taken to combat or stop each process. By knowing the stages of genocide, citizens are better equipped to identify the warning signs and stop the process from continuing. The stages are based in part upon the ground-breaking work of Dr. Israel W. Charny, who in 1977 conceived of the Genocide Early Warning System - GEWS.

Instead of standard text panels to transmit the necessary information, we authored ten graphic novels to convey the story of each genocide and corresponding stage. The graphic novels are available at each sculpture, allowing the students to sit around the chosen sculpture, read the novel, and reflect upon the sculpture.

Each 14 page novel tells the history of the particular genocide through the eyes of a protagonist who lived through the events. All of the events depicted are historically accurate. The protagonists are fictionalized but based on amalgams of actual individuals and true stories. This is the reason that all the characters remain nameless. All of the physical elements in the sculptures are reflected within the novels. The sculpture and novel are offered as an integrated experience for the visitor. As memorials, each sculpture is also intended to create an indelible memory, a mnemonic anchor, mooring both the story and its lesson.

Finally, as an educational recap, the back cover of each novel illustrates the specific genocidal stage featured in the novel and how it was manifested during the Holocaust.

These novels will expand the reach of DHHRM to those unable to visit and experience the exhibition. Through these stories we hope to touch an even wider audience and sensitize them to the sanctity of all life, as well as our collective moral responsibility to actively reject the devaluation of any human being.

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