



Ida Rørholm Davidsen



Lonely Journey

A modern coming-of-age fairytale in the form of an award-winning graphic novel.

Ida Rørholm Davidsen won the prestigious *Ping Award* in the category "Best YA publication 2019"

SYNOPSIS

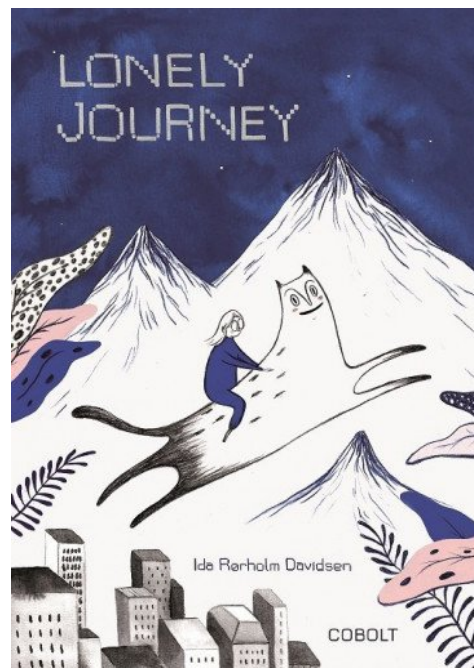
In this spell-binding coming-of-age story, a young girl struggles to fit in, subconsciously mimicking her mother's lonely existence. Her interest in the computer game, *Lonely Journey*, becomes an obsession, but it also becomes a means to reinvent herself. In the virtual reality, she can escape and live out her dreams. Slowly reality and virtuality start to merge.

REVIEWS

"Computer games both increase and release loneliness. Ida Rørholm Davidsen makes her debut with a stunning and sensitive YA book about loneliness and friendship offline and online" – (*Information*)

"...believable, heart-breaking and real." – (*The Ping Prize Committee*)

"In sensitive and playful pencil drawings, (...) (she) portrays the fundamental worries that older children struggle with in a socially demanding multi-player-everyday life." – (4 hearts in *Politiken*)



Original Language: *Danish*

Original Publisher: [Forlaget Cobolt](#)

Published: *October, 2018*

120 pages

Category: [Graphic Novels](#)

Sub-category: [Crossover](#)

Available material: *Danish original, full English sample translation*

Territories Handled

World Rights (Babel Bridge)

Territories Sold

Czech: *Centrala*

English (World): [Centrala](#)

Polish: *Centrala*