

3. DIGITALIZATION OF ENGLISH LITERATURE: AN EXPLORATION

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ABSTRACT

After the intervention of technology, the literary field has seen a drastic metamorphosis in its production, distribution and consumption. Digital Libraries, Audio Libraries and various virtual archives bring access to the world of knowledge to the pockets. It democratized access to knowledge. The platforms like Amazon Kindle Direct Publishing (KDP), Wattpad, and Medium empowers the creators to publish their work without relying on traditional publishing houses. Project Gutenberg, Google Books, and Internet Archive made the distribution and access to the resources cheaper and faster. The Gamification of Literature opens an interesting and innovating door to explore literature for the future literature enthusiasts. This article tries to speculate on the aftermath of digitization of English Literature.

Keywords: *Digitization, Digital Library, Gamification, Innovation*

DIGITALIZATION OF ENGLISH LITERATURE: AN EXPLORATION

Literature with an intervention of technology has extended its height. The humanities encompass a broad range of disciplines that study human culture, thought, and expression. These disciplines include literature, history, philosophy, art, religion, and languages, among others. At their core, the humanities seek to explore what it means to be human, examining the ways in which individuals and societies create meaning, express values, and navigate the complexities of existence. Through the study of the humanities, we gain insight into the human condition, fostering empathy, critical thinking, and a deeper understanding of ourselves and the world around us. Literature, as one of the central pillars of the humanities, plays a vital role in this process, serving as both a mirror and a window into the human experience. Literature is one of the most powerful expressions of the humanities. It is both a product of human creativity and a tool for exploring the human experience. Through stories, poems, plays, and essays, literature captures the diversity of human emotions, thoughts, and experiences, offering readers a glimpse into the lives of others. Digitalization of Literature spices up its effects furthermore.

Digital Humanities introduces computational analysis to the study of human experience. The invention and the usage of Digitalization have made great changes in the human. When printing was invented in 15th Century it led to the widespread of knowledge that resulted in enlightenment. That new invention revolutionized literature, science, history, religion, culture etc. Once writings were in manuscripts which cannot be accessible to many people. When printing press were introduced the manuscripts got printed and its accessibility became more feasible. In the current era, the Digitalization of literature made it further easier. According to Simon Groth, the intention of digital literature is to showcase innovation and creativity in storytelling for digital media and new directions in contemporary literary practice informed

by technology.

Digitalization is a transformative event in the human history. It made the world shrink. It gave the possibility of achieving globalization. Nowadays digital libraries, digital channels made resources easily reachable. For Example, Nptel and Swayam Portal Platforms provides high quality courses designed and taught by expert Professors can be studied by a student from a rural area. Online Open Accesses Libraries such as Internet Archive, Anna's Archive, Jstor, Shodhganga, Shodh Gangotri eases student's material hunt. Once research scholars spent most of their time and money in collecting sources for their research days. They travel to various libraries to collect the materials. But nowadays, it is very easy by the online digital libraries.

Like Digital Libraries, Digitalization has also made the work of creators and publishers easy. Invention various digital tools and equipment eases writing experience. Once typing itself is a tedious process after the invention of Microsoft Word it is made easy now. From writers and artists to filmmakers and musicians, digital tools and platforms have streamlined workflows, expanded reach, and opened up new opportunities for creativity and collaboration. For Example, Digital platforms such as Amazon Kindle, Spotify, YouTube, and Instagram allow creators to share their work with a global audience. Most precious classic literary pieces were now available as audiobooks in the apps like Spotify, Google Play Books etc, which provides a novel and unique way to reach the audience. It gives a new kind of expression to the literature enthusiasts. Currently, new creators want to publish their projects as a audiobooks as a medium for creative expression. Audiobooks can help listeners improve their English language skills by exposing them to proper pronunciation, intonation, and rhythm. This is particularly valuable for non-native speakers or those studying English literature. Audiobooks gives a tradigital experience to the listeners as it replicates the traditional method oral storytelling. The tradition of oral storytelling practiced in the ancient times, where stories were passed down through spoken words is now echoed by audiobooks. The famous literary pieces like Jane Austen's *Pride and Prejudice*, Shakespeare's plays are played with background music which gives edutainment to the students of literature.

Film Adaptation of famous English Literary works like *Macbeth*, *The Adventures of Tom Sawyer*, *The Namesake*, *The Mistress of Spices*, *3 Idiots*, *Two States* helps the stories to reach wider audience. "Film does not just serve the study of literature...each film version asks students to consider its own textual structure, and the reasons for its construction" (Durran & Morrison 19). This digital adaptation of literary pieces not only preserves the essence of the stories but also expands their cultural impact. Even the illiterate people can come to know about the message the novel try to convey. This cross-medium engagement benefits both the literary and film industries.

Digital publication has made the publication process easier. E-books and digital publications eliminate the need for physical printing and shipping, making the process faster and more cost-effective. Digital marketing tools, such as social media, email campaigns allow publishers to reach implied audiences more effectively. Parul Yadav notes thus, "To go by the statistics, 2.2 million books are published each year and apart from these books in print we have on-line literature in the form of PDF, blogs, vlogs, FB, Instagram, Twitter, You Tube etc" (Yadav 57). Publishers can engage directly with readers through social media, blogs, and online events, building a loyal fan base and fostering community around their titles. Some writers became a pro for themselves by marketing themselves in social media platforms.

Digital intervention has created a great evolution in English Language Teaching. Gamification is one of the successful edutainment used in teaching English Language Learners. The term Gamification is coined by Nick Pelling in 2002. It means incorporation of game technology into non-game platforms like literature. Nowadays, a lot of digital tools revolutionized the language learning experience. AI application like Supernova, Civi assists the second language learners to attain more fluency. Games like Word Power, Vocabulary Builder, Words Search build their vocabulary. Digital theatrical performances, Gmeet live and recorded classes enriches the learning experience of the learners. Bloggers were given great exposure to their contents and thoughts through the availability of Writing platforms like Blogger, Wix, Weebly, Tumblr and Wordpress.com etc. The platforms like Amazon Kindle Direct Publishing (KDP), Wattpad, and Medium empowers the creators to publish their work without relying on traditional publishing houses. Project Gutenberg, Google Books, and Internet Archive made the distribution and access to the resources cheaper and faster. The gamification of literature opens an interesting and innovating door to explore literature for the future literature enthusiasts. Digital tools enable the use of videos, podcasts, and interactive simulations to teach English. For example, YouTube channels like BBC Learning English and EngVid offer free lessons on grammar, vocabulary, and pronunciation.

This article tries to analyze various digital interventions which ease the field of literature especially in English literature. The digital tools have made the availability of resources worldwide. Its further evolution will definitely create a more important role in helping learners around the world to achieve their English language goals.

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