

Review Article

Impact of Digital Humanities and Literary Study in Electronic Era

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Abstract: This paper proposes to present an analytical study of the impact of digital humanities and literary study in the electronic era. The digital age advanced with prevalent digital communication in the field of Humanities. Adam Hammond's "Intro to DH" pays an iconic opening of sharing a wider knowledge of literary theory in digital format. The Digital age helps to access e-books, self-publish authors work and connect to the global audience. Humanities and Literature flourished through the print era and advanced through video games for story narration. While framing syllabi on "Intro to DH", the author divided his book into four units and explained his theory in a vibrant way. The first is with the progress of writings in the digital age, and the second is of Digitalization. The third unit is on the evolution of video games for story narration, and the fourth unit deals with Print in the digital age.

Keywords - Digital humanities, E-books, video games, Digitalization, Print Era.

The Digital Age evolved in the 21st Century by transforming from black and white to colourful technology. It is also called as Information age, New media age and Computer age. The evolution that occurred in technology progressed the newfangled method of communication. The high-tech global economy formed through the digital industry focuses on a knowledge-based approach. It commercially explores personal needs by significantly lowering the cost of both buyers and sellers. The digital age is estranged into primary and secondary minutiae. In primary digital age is focused on newspapers, radio and television, and the secondary digital age dealt with the internet, satellite television and mobile phone.

The proliferation of sharing and storing data would upsurge the connectivity among handlers to widespread access to information. Its storage was increased to an incredible height in 2014 by 5 zettabytes. It equals 4500 sacks of printed books which would be piled from earth to sun. Due to the advancement of technology, information access is cheap and fast in all fields. In the universal job market, digital technology replaced humans in many aspects.

The man evolved himself from the cocoon to the butterfly with the latest trends in technology. The evolution of physical work to mental work is popularized in global expertise.

To succeed in the international market, surplus information is expected instead of hard labour. Human capital is highly expected than financial capital. The data storage is also reached its pinnacle in the present scenario. It was instigated with microphotography in 1851, then microform in the 1920s and the introduction of wireless networking and the evolution of electronic paper in the 1970s. Hammering codes on information theory in the 1950s and the sharing of an email apparently started in 1960. In 1969 Independent sharing of information from the computer to computer started through ARPANET, and it extended to the progressive level of the internet in the year 1974, and it reached its zenith as a worldwide website in 1989.

In 2000 the communication satellites combined with wireless technology formed digital television, GPS and satellite radio. Pagers are replaced by mobile phones, portable computers and mini laptops established. For information sharing, tablets, smartphones and digital cameras were produced. Optical communication is the latest trendy formation of communication technology, and it has laser prints, barcode readers and optical disk drives, which lead to the light source in fibre-optic communication.

Literature is the mirror that showcases the society of their age by the works of great writers. The digital age has a great impact on Digital Humanities (DH) and is hailed as e-books, digital archives, electronic Literature and video games. The sceptical observers were perplexed by this approach. Many scholars and students were incompatible in the beginning, but now the DH approach has become popular and grabs its own place in Humanities. The text becomes digitalized and contextualizes the commencement of new literary theory in digital format.

Adam Hammond is an upcoming author working as an Assistant Professor in the Department of English at the University of Toronto. His study area focuses on Digital Humanities, British modernism, literary analysis and



language processing. The brimming of his fangled enthusiasm arose after attending the annual conference at the Modernist Studies Association (MSA). He presented a poster session on DH and that MSA plays an eye-opener on the new common model in the field of the latest technology. An individual laptop was connected to all participants to impose their posters and discuss the innovations of modern novelists like T.S. Eliot and Virginia Woolf in the electric era. This inspiration kindles him to develop “The digital text” for the pioneering undergraduate class. Julian Brook’s “Computational Linguist” and Craig D. Adam’s “Super brothers” urged him to serve in Digital Humanities projects, and he divides his syllabi into four sections.

Adam Hammond’s “Literature in the Digital Age” vs “Introduction to Digital Humanities” discussed his approach in teaching a course “Intro to DH”. He splits the course into four units. The first introductory part focuses on theory and its implications of digital textuality new models of consciousness on social and political organizations. The second unit lit light on digitalization dealt with the impact of digitalized text rather than print or manuscript publication. The third unit focuses on expressive possibilities of text written and read through digital devices comprising video games. The fourth chapter concludes with the response and adaptation of the digital age by print literature.

Unit one discussed Is Literature Dying in the Digital Age? It customarily would foster the ability to concentrate in-depth and encourage discourteous reading habits. Digital texts have group consciousness and sharing. It encourages universal participation with a democratic outlook. DH motivates the readers to access e-book in a wide range and help the students to get its feedback through the digitalized literary platform. The Literature really flourishes instead of diminishing in the digital era. The shift from written to oral and manuscript from Print has had a great response among literary thinkers. The anxieties are correspondingly revealed in the works of great authors like Carr Birkerts, Shirky and McLuhan. Radio, film, mass media and television also fruitfully help the writers to respond to the electronic media.

Unit two deals with Digitization. It helps the students to access printed text which was scanned and uploaded online. The universal digital library access is the most appealing in contemporary progression. The digital publication rectifies the author’s shortcomings by means of editing, and proofreading is possible after publication. Digital editions collaboratively transfer the author of editions to the readers. Many of the scholars questioned that Literature is not mere data. It has life and soul. But the big data and computational techniques enhance the Literature by its TEI XML plain text format, and XML presents the logical structure of literary meaning.

Unit three concentrates on Born Digital, which aids to short-circuit the publishing process. Print and digital texts have a wide difference between interactivity and

multimodality. Digital Age distributes literary material at a low cost and makes it available for all. Print era assists in self-publishing the work. Occasionally it may lead to a reduction of quality but an increase in quantity. The digital age movements like fan fiction, self-conscious literary digital movement, and Alt Lit would increase collaborative production and group consciousness. The revolution that occurred in narrative digital text created an evolution in Literature. Born digital fiction would be available through the internet anywhere access of e-book to the readers. If the readers wish to download the book and they can read it offline, but in the print text, the cost is sometimes high, and few books are unavailable in a book store.

The digital medium has the capacity to move all our five senses. Text, sound moving images would enhance the spirit of readers by multimodal mixtures. The theory of Nietzsche and Wagner created a history of opera that dealt with the social possibilities of integrated art forms. On a few occasions, the multimodal digital work without words also creates Literature by remembering Keats “Heard melodies or sweet but those unheard melodies are sweeter.” Video games are also considered to be part of Literature in the digital era. The technology of storytelling first evolved from verbal, written and now through video games.

The literary and artistic depth of comics is revealed by avant-garde Literature. Ilan Manouach to Anke Feuchtenberger’s narrative works as “graphic poetry more than conventional comics,” which showcases the depth of artistic imagery. The imagery in the graphics novel uses objects, places and people to narrate a story in a graphic novel image. The combination of the visual enterprise with imagery graphic novel has started doing miracles in Literature through video games. The game developer and novelist Naomi Alderman created his own video games based on his novel *The Guardian*. Telltale, the independent story developer and novelist, reached his pinnacle by introducing new games through his novel, which turned into game series such as *The Walking Dead* and *Game of Thrones*.

David Cage’s drama action-adventure game won a BAFTA Games Award for his digital narrative masterpiece through video games. The curiosity to know the ending the player is urged to play the game till the end. The recent game's success shows us the glimpse of future narrative storytelling crown goes to video games. Its progress would multiply literary excellence, and new writers would renovate themselves as game developers.

The fourth unit focuses on Print in the Digital Age – Are intertwined tightly, and they become inseparable. The digital realm has suited ideally for contemporary writers. The digital age creates curiosity among readers about what’s going to happen next. Keith Gessen, an editor, commented there is greater exposure to the online library. Many readers visit the website for sharing and discuss various articles through web

publications. Many print journals also strongly recommend electronic Literature, and it's ideal for the digital age. Many iconic authors like Virginia Woolf, Anita Desai and recent writers' works are available through the separate blog, and we can acquire every detail of any work or author through Wikipedia.

Thus, the Digital age shrunk the globe into our hands, and we could access any data or information within our palm through the internet. The prophecy of machine learning has futuristic hope among readers. The virtual media replaced the boundaries of reading and writing with texting and twittering. Accordingly, the digital age has emaciated the world through a global village and assists the readers to read the text through hyper, social, surface and distant reading.

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