

अक्षर वाङ्मय

वर्ष तेरावे, पुरवणी अंक ४, खंड. २

फेब्रुवारी २०२३



मुख्य संपादक

डॉ. नानासाहेब सुर्यवंशी



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संपादक
डॉ. नानासाहेब सूर्यवंशी

कार्यकारी संपादक
डॉ. शिवाजीराव देशमुख

प्रकाशक : सौ. रेखाताई नानासाहेब सूर्यवंशी, प्रतीक प्रकाशन
'प्रणव' रुक्मिणी नगर, थोडगा रोड, अहमदपूर ४१३५१५
मुद्रक: श्री. जे प्रिंटिंग प्रा लिमिटेड १४१६ सदाशिव पेठ पुणे- ४११०३०
साहित्य व वर्गणी पाठवण्याचा पत्ता: डॉ. नानासाहेब सूर्यवंशी
'प्रणव' रुक्मिणी नगर, थोडगा रोड, अहमदपूर,
जि. लातूर, ४१३५१५
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- महाराष्ट्र राज्य साहित्य व सांस्कृतिक मंडळ या नियतकालकाच्या प्रकाशनात अनुदान दिले असले तरी या नियतकालिकेतील लेख लेखांच्या विचाराशी मंडळ व शासन सहमत असेलच असे नाही.
 - या अंकातील लेखातून व्यक्त झालेले लेखकांच्या मतांशी संपादक, संपादक मंडळ, प्रकाशक व मुद्रक सहमत असतीलच असं नाही.



CONTENTS

Sr. No.		Page No.
1	जागतिकीकरण आणि मराठी हास्यात्मिका (फार्स)	डॉ. आनंद शामराव बल्लाळ 1-6
2	"जागतिकीकरण आणि रावसाहेब शिंदे यांच्या साहित्यातील शिक्षण विचार"	प्रा.निमसे हनुमंत गणपत 7-10
3	मराठी नाटकातील तंत्रज्ञानाचे चित्रण	प्रा.स्मिता कोंडिवा कालभूषण 11-14
4	"निळ्या दातांची दंतकथा मधील तंत्रज्ञानाचे उपयोजन"	डॉ. विकास शंकर पाटील 15-18
5	जागतिकीकरण आणि आदिवासी साहित्य	प्रा. (डॉ.) कृष्णा महादू भवारी 19-23
6	रारंग ढांग : एक संघर्ष निसर्गशी	प्रा.विपीन नारायण वैराट 24-28
7	जागतिकीकरण आणि मराठी साहित्य	श्री. विजयकुमार शंकरराव शिंदे 29-31
8	"तंत्रज्ञान युगाचा वाचन संस्कृतीवरील प्रभाव"	डॉ. उज्वला यशवंत सामंत 32-35
9	जागतिकीकरणामुळे उध्वस्त झालेल्या खेड्यांचे चित्रण- आसाराम लोमटे	संजय नामदेवराव आठवले 36-40
11	Use Of Social Media In Communication	Dr. Ramesh V. Patil 41-42
12	A Study of Cultural Dislocation in <i>Jasmine and Roots and Shadows</i>	Dr. Milind Mane 43-45
13	Effective Use of Technology to Learn English	Mr. Godase Vaibhav Mahadev, Prin. Prof. Dr. N.B. Pawar 46-48
14	Impact of Technology on Weeding-Out Library Material	Dr. S. S. Lokhande 49-51
✓15	Digital Literature: Pros and Cons	Mrs. Swati Prashant Patil 52-55
16	Technology in Science Fiction: With Referenceto "The Wall" by Gautam Bhatia and " Domechild" by Shiv Ramdas	Smt. Shital Ankush Jadhav, Dr.Ujwala Vijay Patil 56-58
17	Reflection of Advanced Technology in the Novelsof Robert Sawyer	Ms. Manisha Bajarang Sutar 59-60
18	Dystopia: Antithesis of Pessimism	Mr. Marewad Atul Balaji, Dr. Mahavir Sankala 61-63
19	Effects of Technology on Reading Culture	Mr.Shelar Suresh Sahadev 64-65
20	Technology, Globalization and Literature	Dr Prachi Sinha 66-67
21	The Influence Of Technology On English Language	Dr. D.K. Kamble 68-69
22	Impact of Technology on Teaching and Learning during Lockdown	Mr. Sachin Ashok Kamble 70-71
23	Soap Opera and women	Dr.Rachana Vijay Musai 72-73



Digital Literature: Pros and Cons

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Abstract-

Digital Literature is the result of development in information and technology. It uses various digital devices like mobile, tablet, computer, Internet and so on. Social media like Facebook, twitter, WhatsApp, Instagram, blogs are also responsible for the emergence and vogue of digital literature. Digital platform is mostly used by technology savvy readers and writers. Eco friendly e-books are the need of time. Yet, we can't neglect the importance of traditional print books. Both, e books and print books are essential, one as advancement in technology and later as our library heritage and literary legacy. The article tries to focus on the advantages and disadvantages of digital literature.

Key Words- Literature-Traditional-Technology- Digital- Advantages-Disadvantages

Objectives-

1. To study definition of Digital Literature
2. To discuss the types of Digital literature
3. To focus advantages of Digital Literature
4. To throw a light on disadvantages of Digital Literature

Methodology- Qualitative and interpretative research methodology

Introduction-

Literature is the writing that deals with human emotions, feelings, thoughts, experiences that author has in the world around. Literature is the art and skill which has been developing since the inception of the language. The medium or mode of expression through which Literature is presented is language. Literature changes as per the ages. Earlier we had manuscripts, then with the invention of printer we experienced printed books, now in the world of Information and Technology, we are having digital or e-books. The Electronic devices have gifted us with paperless Electronic Literature. Digital platform and online reading of books is the new incarnation of literary world. Earlier printed material was referred as books, now it is not so. The change in the concept of books- Digital and Print is not limited only to technology, but it affects our vision regarding reading culture and writer's role in the creation of literature. This article tries to present pros and cons of Digital Literature.

Digital literature is also known as electronic literature. It is a form of writing that is created on a digital platform and experienced through Digital or virtual mode. These literary works are created on digital devices and can be read only on an electronic device. Digital devices used to create Digital literature are computers, mobile phones and personal tablets. Digital literary works are never printed or their physical version does not exist as they are digested only electronically.

Digital form of literature is currently developed form that explores new and innovative ways for expression. Whenever technology has been developed, it is used for variety of purposes. Advancements in science and technology lead human life to better feeling and convenience. Phonograph was invented in 1877 and thus sound and voice recording started which led to storytelling and audio books. In the 1930s, talking books were recordings that contained short stories and chapters of larger works, which then developed into audiobooks on cassette tapes. The digital literature that we have today, was actually emerged in 1975, with a game called Colossal Cave Adventure created by William Crowther, an American Computer Programmer. It was a story oriented game that allowed players to make decisions on where they went. This computer game operated using text. It allowed readers to choose direction and thus opens up a non-linear style of storytelling where the author has no control as he/she has while writing a novel. It gives freedom to the readers and allows them to explore meaning and draw conclusions. With the imitation of this game a group of students created another adventure game named Zork, a text-based adventure game first released in 1977 by Tim Anderson, Marc Blank, Bruce Daniels, and Dave Lebling. These games introduced a new form of storytelling. They are crafted using the technology of hypertext that creates links within the text. Video games can be called an early version of digital literature. It is an innovative and interactive way of expression through Digital mode. Video games with text provide an opportunity to the readers (players) to unfold the story and decide the action of the protagonist. Such stories may have multiple possible endings. However, the reader, as a player, is more interested in the story than the game.