



- c) The study of the technological infrastructure required for media production
- (vii) State the aim of Bichitra.
- a) To digitize all of Tagore's works
- b) To make Tagore's works accessible to a global audience
- c) To analyze Tagore's works in depth
- d) All of the above
- (viii) Select the theme of the 3rd Chapter of Tagore's Bichitra.
- a) The Bengali Writing System: Fonts and OCR
- b) Manuscripts and Their Transcription
- c) Tagore's Text
- d) Data Management and Hyperbibliography
- (ix) Identify who of the following is credited with coining the term "digital humanities".
- a) Father Busa
- b) Willard McCarty
- c) Franco Moretti
- d) Johanna Drucker
- (x) Summarize the significance of digital technology in bringing marginalised voices into the literary mainstream.
- a) It allows for greater access to publish.
- b) It provides a platform for self-expression.
- c) It eliminates censorship.
- d) It increases funding for literary projects
- (xi) Identify what role do memes play in internet culture.
- a) They serve as a form of digital currency.
- b) They facilitate communication and expression of ideas in a humorous way.
- c) They are used for online shopping purposes.
- d) They are primarily used by businesses for advertising.
- (xii) Examine what does Day argue about the impact of cyberculture on society.
- a) It has led to increased social cohesion
- b) It has resulted in the democratization of knowledge
- c) It has caused a decline in social inequality
- d) It has perpetuated existing power structures
- (xiii) Write whom Cyberspace, as a mainstream term, is often attributed to.
- a) Franco Moretti
- b) Johanna Drucker
- c) William Gibson
- d) Lev Manovich
- (xiv) Examine the pioneering work by Father Roberto Busa.
- a) Launching Digital media for empowering individuals and promoting social change
- b) Development of databases, concordances, and bibliographies
- c) The invention of the personal computer
- d) Processing textual data with IBM punch cards
- (xv) Examine Day's critique of the concept of 'cyberpunk'.
- a) It is a valid genre that accurately represents cyberculture
- b) It fails to capture the complexities of cyberculture
- c) It promotes unrealistic expectations of cyberculture
- d) It is irrelevant to discussions of cyberculture

### Group-B

(Short Answer Type Questions)

3 x 5=15

2. Articulate the concept of E-Poetry. (3)
3. Discuss the significant contribution of the pioneers of Digital Humanities in broadening the horizon of Digitalisation of Literature. (3)
4. Measure how digital literature challenged traditional notions by the first SMS novel Cloak Room. (3)
5. Examine how the concept of cyberculture has been influenced by broader trends in digital media, such as globalization and the rise of social media platforms. (3)
6. Evaluate the role of randomness in the library's search for knowledge. (3)

**OR**

Assess the narrator's perception of the library's organization. (3)

**Group-C**

(Long Answer Type Questions)

5 x 6=30

7. Discuss how McLuhan's theory intersect with notions of globalization and cultural change (5)
8. Evaluate how the adoption of open-source software influenced the creation, distribution, and accessibility of digital literature. (5)
9. Discuss the significance of the labyrinthine structure of the library. (5)
10. Discuss some key elements of successful interactive novels. (5)
11. JStor has been a game-changer in terms of providing access to scholarly articles and primary sources. Assess what are some of the challenges and opportunities presented by digital archives like Jstor. (5)
12. Analyze the challenges or limitations associated with audiobooks. (5)

**OR**

Discuss how audiobooks cater to different audiences, such as children, adults, and visually impaired individuals. (5)

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