

Pushing the Boundary of Text- based Narrative Literature: Exploring the Role of Digital/ Electronic Literature in Contemporary Society

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Abstract

The future of narrative- text- based literature has been shifted in this neo- technical- globalised era. With the advent of machine based learning the focus of writers and readers are slowly but adapting to this new era of virtual text. So, schemata through which I want to launch this argument is about the role the digital literature plays in this current academic scenario. The invention of digital text has brought a counter revolution against the age old narrative prejudice.

Keywords: Narrative- text, globalised, machine based learning, virtual text, counter revolution.

Teaching literature bears availability of literary texts and the possibility that these texts are easily accessible by students who during the learning process should be taught about how to analyze, evaluate and critique these texts. Taking into account the difficulties that are faced by literature professors today as a result of declining interest in reading books by students, this article stresses the need to motivate them by highlighting the convergence of technology and literature which might suit the literary taste of these audiences. Though the theory of adaptation plays an alternative role in simulating well- renowned texts into cinematic form, but, the role of

electronic literature is insurmountable in raising the bar of literary aesthetic desires among all readers in general. So, the main focal point of this article is to highlight the role of digital/electronic literature playing in contemporary society where the reading habits of mass audiences is stereotypically declining with every passing moment.

The electronic literature plays a divergent role in delimiting the boundaries of traditional text-based narratives by incorporating various multimedia elements like images, sounds, and interactivities. This virtually expands the ways in which stories can be narrated and experienced in a completely differential ways. To displace the narrative based texts into electronic literary domains is an arduous task. Technology plays a pivotal role in negotiating a literary text into a digital narrativised form. The digital literature is often more accessible to a wider audience because it can be easily distributed in an online mode. This means that people from all over the globe can easily access and engage with these virtual literary works. The digital platforms have enabled the preservation and dissemination of culturally significant literary works that might otherwise be lost or inaccessible in archive domains. There are various projects like digitizing mere manuscripts or creating digital archives which contribute to cultural preservation. Further, the electronic literature encourages experimentation with various narrative structures and literary forms. The electronic literature frequently employs non-linearity while constructing a particular narrative(storytelling) form. It allows readers to navigate through a story in multiple directions. The hypertext fiction, for example, present interconnected nodes of text and the readers can easily choose the order in which they explore these nodes. Further these many forms of electronic literature are interactive in nature. It means the readers can actively participate in forming a particular narrative strategy. This interactivity can range from making choices that

affect the story outcome to directly interacting with elements within the narratives such as characters, storytelling or objects. The electronic literature often incorporates various media elements which include texts, images, audios, and videos. These multi model elements contribute to the narratives and can convey meaning in ways that texts alone cannot construct in themselves. The fusion of different media platforms enriches the narrative experiences of readers.

In certain electronic literature algorithms play a significant role in generating or shaping the narrative. This can result in dynamic, ever changing stories that respond to user inputs or external data such as generative poetry or procedurally generated narratives in video games. The electronic literature also allows for innovative explorations of time and space within narratives. Some works used hyperlink structures, like to move backward and forward in time, to convey a particular meaning. Some electronic texts used metafictional elements where the narrative comments on its own instruction and the act of reading is completely done in a digital format. The digital platforms enable electronic literature to transcend geographical boundaries where facilitating the creation of new narratives often reflects global perspectives and experiences. Further, the electronic literature can facilitate cultural exchanges by providing a platform for authors and artists to share their unique perspectives and stories within a global audience. It enables collaborative writing and storytelling projects which involve authors, artists, and writers from all around the world to work and participate in forming a coherent narrative design.

The internet offers enormous potential for good interactive online platforms which allow for the rapid creation of networks and contacts that enable meetings, communications, and

engagements in ways that can benefit society. One of the most notable examples is that of digital political activism which visibly illustrated by Arab Spring and the role social media and online communication played in it for raising the voices of women. The feminist scholars and creators have used electronic literature as a platform to challenge traditional gender norms and power structures. They have reclaimed digital spaces to tell their stories, express their experiences and resist patriarchal narratives. Besides, the electronic literature often explores themes of identity and subjectivity which aligns with feminist discourse on gender identity, intersectionality and the fluidity of identities. The work on this genre tries to challenge the binary notions of gender and sexuality. One of the features of feminist electronic literature is often to subvert or to deconstruct the traditional and digital storytelling tropes.

Further, the digital nature of electronic literature is allowed for collaboration and community building among feminist creators. The various online platforms and social media have facilitated the sharing of ideas, resources, and works which foster a sense of solidarity among feminist electronic literature practitioners. The feminists within the electronic literature community have advocated for accessibility and inclusivity in digital spaces. Besides, it helps the ‘differently abled’ audiences to promote for diverse voices and perspectives. So, overall the electronic literature provides a unique platform for feminist expression, experimentation and allows for the exploration of gender identity and social issues in an innovative way.

Thus I want to conclude my article by stating that electronic literature represents a dynamic and evolving form of literary expression that harnesses the capabilities of digital technology to push the boundary of storytelling and artistic creativity. It encompasses a wide

range of works from interactive fiction to hypertext narratives for generating digitally aesthetic pleasures while browsing these texts. So, the experiments that blur the lines between physical and digital literature are gaining rapid popularity. The proposed web publications standard will encourage convergence between websites and e- books which will ultimately require reconsideration of the distinction between e- books, digital literature, book apps, and websites. This new paradigm offers fertile grounds for experimentation that can draw upon the rich historical tradition of avant-garde physical literature. The critics and practitioners of these new forms assembled around the term electronic literature through the establishment of the electronic literature organization in the year 1999 A.D. This is a non- profit organization that designed to promote creative and scholarly work around new digital texture genre. Besides, the digital literature is based on tensions that contribute to establishing its specificity – tension on the media, on the semiotic forms, on the programmed writing and on the aesthetic experience. These tensions highlight the role of the digital medium, the multimedia dimension and of the programme of gestures and interactivity. So, the hegemony of the screen and page has contributed to the marginalization of other forms of physical literature. Due to long development of print as the dominant form of literature, the screen represents a natural extension of this dominance. This new paradigm of electronic literature offers a fertile ground for experimentation that can draw upon the rich historical tradition of avant-garde literature. In that sense it pushes the semiotic limit of physical literature towards the digitalized spaces in contemporary global society. The machine based learning on hypertext is all that is relevant in this era of digital culture.

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