[This question paper contains 3 printed pages.]

Your Roll No.....

Sr. No. of Question Paper: 3013

A

Unique Paper Code

11011602

Name of the Paper

: Advanced New Media

Name of the Course

B.A. (H) Journalism

Semester

: VI

Duration: 3 hours 30 minutes

Maximum Marks: 75

Instructions for Candidates

1. Write your Roll No. on the top immediately on receipt of this question paper.

2. Attempt 3 questions each out of 5 from Part A and Part B.

PART A

(10 marks each)

1. Write short notes on any two:

 $(5 \times 2 = 10)$

- (a) New Media Gaming
- (b) Digital Cinema
- (c) Video Blogging
- (d) Online Privacy

- 2. Discuss the rise of digital art with reference to the emergence of NFTs (Non-fungible tokens).
- 3. What are the possibilities of Twitter as an online public sphere? Discuss with reference to emerging new media practices around politics.
- 4. Elaborate on the features of transmedia storytelling with special reference to films.
- 5. The prevalence of IT cells and bots on new media platforms raises critical issues with respect to the emergence of the Internet as a fair and egalitarian public sphere. Comment.

PART B (15 marks each)

- 6. Discuss how digital cinema and technologies continue to be debated and discussed in the industry for its limitations and possibilities.
- 7. How is the conception of social construction of technology different from the theory of technological determinism? Elaborate with suitable examples.

- 8. 'Gender inequality and violence stem from gendered stereotypes'. Discuss this statement with reference to cyber-bullying in the sphere of online gaming.
- 9. How are online fandom practices different from traditional fan culture? Discuss with reference to online communities and production of content by fans.
- 10. Discuss how cyber security laws and provisions provide security to the users, and at the same time expose them to surveillance and invasion of privacy by the state.