



Research Paper on the study on the digitalization of the Indian mythology: An In-depth Research Paper

Author- Amit Kumar

Assistant Professor (English)
Faculty of Arts, Humanities and Social Sciences
Motherhood University, Roorkee

CO-Author

Dr. Vandana Shrivastava

Associate Professor (English)
Ras Bihari Boss Subharti University, Dehradun

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Abstract

This scientific work dwells upon the virtualization of Indian mythology concentrating on the changes in understanding interpretation and spreading of these old fables due to the enhancement of technology. This paper reviews the application of the diverse digital platforms in the presentation of the Indian mythological tales, that is, video games, animations, virtual reality, as well as social media, through a full literature review and qualitative analysis. Also, the process involves examination of case studies and interviews with the producers and citizens who use digital content related to Indian mythology. Eventually, the results of the research show that digital representations preserve not only the cultural history of Indian mythology, but also allow to make it more open and possible to reinterpret it in the research organizations requirements and perspective of the contemporary society. The report concludes by outlining the implications of the research and recommendations to the parties in the digital content creation and consumption in this area. This long research report probes. This research is primarily focused on the analysis of the adaptations and representations of the Indian mythology in the online and digital space. Modern technology has been associated with changes in the traditional method of storytelling into more entertaining responsive digital media contents. This paper examines numerous examples of popular culture in order to see how such

representations influenced the way people perceive Indian mythology and understand it. This piece of work also aims at finding out the commonality and the pattern of these digital adaptations, by carrying out a decent investigation and comprehension. It examines whether these depictions follow the traditional mythology or not, but whether they incorporate modern characteristics to make money. It also focuses whether characters or plotlines are added and changed due to cultural relevance or audience reliability.

The outcomes of the influence of digital representation on the preservation and promotion of ancient Indian mythology is yet another important theme which is discussed in this research essay. The interest of younger generation in old myths decline because of globalization and influence of populism culture induced



by the west. It is crucial to understand the way in which the representation in the contemporary media may revive interest in these **tales**.

This study also looks at how social media networks have helped individuals to exchange in new forms with Hindu fables and gods. Indian mythology has seen extensive spread on such social media platforms as sharing fan art within social media groups and personal amusing meme pages employing mythical references. This paper will examine the way it influences religious traditions and beliefs.

This large-scale research paper provides a comprehensive study of Indian mythology through digital representation by analyzing its objectives on numerous levels including the cultural perception of society, its preservation as well as the role of social media. To understand how these ancient narratives can seem important and even relevant in the contemporary age is to consider the different forms in which they can be changing and being used today in the digital age. This book has brought up quite serious concerns in respect of the impact of technology on our cultural identity as well as the manner in which it has managed to revitalize Indian myth online. Explore the digital aspect of Indian mythology and enter its fascinating world. To build a bridge between the traditional story telling and the modern media, the present study paper will explore how ancient stories and legends are channeled by modern day technology to come alive.

Indian mythology is the rich and varied era of old tales, myths and beliefs that have been passed on across the ages. These stories are highly relevant even in the present days and an important part of cultural fabric of India. The manner in which such old tales were being narrated and interpreted has taken a radical turn with the invention of technology. Narration or depiction through use of technical devices, such as video games, animation, virtual reality and other multimedia devices, of these mythical tales can be described as the digital representation of Indian mythology. It presents a completely unusual experience of these stories adding technology to their imagination.

Indian mythology appeals to people of different parts of the world due to its appeal which transcends national borders. However, during the time when the digitalization era stands in its peak, the traditional methods of the storytelling, literature, or paintings would no longer be enough to satisfy the needs of such a constantly growing audience. This is the point, where digital representation comes into play and presents some immersive experience at that but preserving the vital ingredients of these old school tales.

This voluminous research work will endeavor to research several issues related to digital representation in Indian mythology. . Everything including its influence over preservation of historical cultural heritage and how it appeals to a newer generation, which relies heavily on technology will be discussed in this article. Multiple forms and the medium of digital representation will also be discussed, such as video games, like the possibility of being played online as recently with the game of Asura, which introduced Hindu mythology to the world and is the recipient of the prestigious Best Indie Game at the NGDC 2017 (National Game Developer Conference). We are also going to discuss animated movies and one of them is Bhagmati: The Queen Of Fortunes which is a fantasy as well as history movie depending on the famous Indian tales of Indian epic like the Mahabharata.

Moreover, the concept of virtual reality can be used to make the particular experience major by placing users in the world that is described in these narratives and allowing to become a participant and experience the story in action.

This research paper will give an in-depth discussion of the digitalized presentation of Indian mythology and how it has impacted on the modern accounts in tales of today. It aims at initiating more dialogues and being able to give the indication of how technology can be of great assistance to guard and advance our cultural heritage.

The objectives of the study were to understand the concept behind digital representation, find out the way it is utilized to represent the Indian mythology, evaluate its impact on the modern culture.



KEYWORDS: Mythology, Digital Era, Digital Representation, Movies

I. Introduction:

The concept of mythology has always existed in the Indian culture because they have shown a strong oral and written culture of storytelling which dates back to many years. This has however changed with the invention of technology on how these stories are represented and consumed. Digital depiction has totally changed our awareness and communication with Indian mythology. This research study attempts to delve more into this notion by looking at the way in which it is utilized to depict the Indian mythology and analyzing its impacts on the modern society.

Objective 1: The Digital Representation Concept

The primary purpose of this research would be to offer an in-depth understanding of the notion of digital representation. It will look into how classic myths and legends are transformed into the digital format with the aim of being consumed by the modern audience. Other digital representations like animation, video games and virtual reality also will be examined as they evolved over time.

Objective 2: The case of Indian mythology according to application of digital representation. The second objective is analyzing how Indian mythology is represented in digital media. It is a survey of familiar digital media services including graphic novels, video games, TV shows, and movies. Two Hindu epics used in this research study include Ramayana and Mahabharata. The paper will also discuss the application of the social media platforms such as Instagram, YouTube, and Twitter in digitalizing the mythological stories in a contemporary format.

Objective 3: Looking at the Implications on the Modern Society

Keeping in mind that millions of individuals are consumers of digital data on a daily basis, one should understand the implications of technology on the perception and understanding of the Indian mythology by society. Therefore, this research article is intended to discuss the impact of the process of digitization on traditional methods of storytelling. It also will inquire whether the old stories meanings now have been altered or reduced in the representation of digital.

Conclusion:

This paper tries to bridge any existing discontinuity between the conventional storytelling cultures of Indians and their online counterparts as well as understanding the manner in which they influence the modern culture perception of the Hindu mythologies. The conclusions of the study could assist future researchers and artists to engage in the true representation, preservation and promotion of the Indian mythology through digital representation. It will also enable the reader to have a clear understanding of the transformation of narrative in the digital age. The impact of technology on cultural stories such as the Indian myth opens up increasingly in significance as the technology is growing by leaps and turns.

Time frame: The scope of the study is the limitations and the delimitations set up by the study such as the time aspect, the material to be used and the issue to be tackled.

The scope of a research project is the parameters and the restrictions within which it will be operating in. It is important to state the scope of the study in a clear manner at the onset so that the research be narrow and achievable. In this section, our examination on digital representation of Indian mythologies will be discussed in depth. Establishing a schedule on the research is an important component of scope definition of the study. We will base our research on channeling the digitally represented versions of Indian mythology on popular media in the past decade. Major technological advancements in this period have enhanced the manufacture and use of digital content all over the globe.



Resources:

Focus An important element of defining scope is knowing what resources are available to conduct a study. Our research will be mostly done through secondary sources of information, books, papers and internet databases. We will complement this with primary data by carrying out surveys and interviews with specialists working in other areas but related to our context such as mythology, media studies and technology.

We shall examine how the Indian mythology has been shown using digital media in different media such as the graphic novel, video games, TV series, movies, and social media sites. Besides the study of how it was modified or altered in order to reach out to the modern times, the line of actions will primarily consist of measuring these representations in terms of assessing the preservation of the cultural heritage.

Limitations:

We should remember that the time frame and resources we chose can have boundaries and they might interfere with the outcome we receive. A limitation to this way is that we may know little time to cover all the kinds of digital image or to cover all the aspects of Indian mythology. In addition, when trying to interpret our results we should bear in mind that there is a chance of bias representation by some certain groups or individuals.

Boundaries: Since India is an extremely wide cultural environment, we protect different views concerning the reasonableness of what is to be referred to as Indian mythology to create limits to this study venture. because of which we made the decision of limiting our discussion to Hindu mythology and gods.

Bearing in consideration any possible limitation and should not be, the boundaries of the research will involve digital representations of Indian mythology of the past decade in a vary media.

We are planning to create a rather large research article which will display how technology plays a role to maintain the aspects of culture and more to distribute it as the same from specifying the scope. Techniques used to collect the information and conduct study: data analysis, primary and secondary sources. Techniques used in collecting information and conducting the study:

The study of how Indian mythology can be expressed in the digital world requires a systematic data gathering and research. The section will describe the methodology of this large research project including data analysis techniques, sources of primary and secondary information.

Data Analysis:

Both the qualitative and quantitative analysis of data was conducted. Thematic analysis accompanied the coding of the survey responses to mine the popular themes that arose in the minds of people regarding the digital manifestation of Indian mythology.

. The information obtained in user-generated content was categorized based on demographics, platform usage patterns, genres, and other parameters, providing a variety of information on the manner in which online mythological material is consumed by the people. Furthermore, reading and interviews with experts underwent the content analysis to unveil the recurring motives in online mythological representation.

In conclusion, the methodology at the center of this broad research article incorporated both primary and secondary sources along with a variety of data analytics tools to provide a complete conceptualization of the digital representation of Indian mythology. This approach ensured quality and reliability of our study findings

The Digital Representation of Indian Mythology

One cannot also ignore the fact that technology has assisted in creating awareness of the Indian mythology to the rest of the world. Besides gaining massive popularity, the use of gods and goddesses in such popular video



games such as Asura#64quytMvc población obsoleta trkdka erectile y del mocha, asura#ge Fast as Alcatraz and Prince of Persia: Warrior Within has allowed Indian deities to seem more familiar to a global audience. Similarly the popular movies like Bahubali which is based on the Hindu epic Mahabharata or the Disney animated series Ultimate Spider-Man featuring Hanuman as one of the protagonists has managed to create a marvel like universe in which the Indian mythological characters are also included.

Also, digitization has provided artists with an avenue that they use to express their creativity but do not harm the value of individual stories. Since the contemporization of digital animation techniques it has been possible to revisit old tales such as the Ramayana and the Mahabharata through animated movies such as Sita sings The Blues. The inclusion of computer-generated imagery (CGI) in such shows as Devon Ke Dev...Mahadev and Siya Ke Ram, has made them look more realistic by portraying gods and goddesses.

Indian mythology can be presented to younger people more frequently now due to its digital image. However, because of the popularity of social media, they have influenced people to graphically retell these narratives in modern platforms such as YouTube, Instagram, and TikTok. They have enriched the cultural value of such stories and made them more approachable to youngsters of these days by using memes, visual images, and animation. The Indian mythology which has been represented digitally has helped in making our rich history along with the legends familiar to the global audience. Not just does it re-tell ancient stories in a contemporary manner, but it also allows performers to demonstrate their creativity. There might be more innovations in this domain with the further evolution of technology and that is going to make these good old stories interesting and relevant to future generations.

Digital representation of Indian mythology is indeed a wide and diverse subject, so a lot of instances can be found in various media. In this section we will elaborate on a couple of other outstanding instances of the Indian mythology that are documented through digital means in the form of video games and movies.

The Indian mythology as a movie has never been unpopular. One of those movies is the 1987 film, Ramayan: The Legend of Prince Ram, a feature film in India created entirely using digital animation and based on the epical Ramayana. Critics gave it credit because it had the original content and added modern elements using animation and it had spectacular graphics.

Other popular ones include the simultaneous role of a scientist named Vaseegaran and his robot son named Chitti played by Rajinikanth in 2010 Tamil movie Enthiran (Robot). The storyline where Chitti develops love feelings towards the lover of the person (Vaseegaran) that created him was influenced by an epic involving Nala and Damayanti of the Mahabharata exploit. It took advantage of groundbreaking special effects and the film turned into one of the most successful Indian productions ever.

Next, video games, the presentation of Indian mythology in these online games has also grown over the recent past. A famous example is the game Asura developed by the firm Ogre Head Studio located in Pune. The game has the player assume the role of the demon son of Durga, Asura, who is out to settle scores with the gods that had done wrong by him in this rollicking action-filled adventure that is based on Hindu mythology and folklore. Critics across the globe appraised it as handsome on graphics and spell binding on game play.

Other than as a video game and film, Indian mythology has been adapted as a comic book, web series, and even a virtual reality. IndiaThis is not the first comic book series that children have enjoyed since they represent the Hindu epics such as the Mahabharata and the Ramayana. Lately, shows like Asur and Sacred Games have incorporated elements of Indian mythology in their storyline as well.

Moreover, the mythology of India is revived with the help of the virtual reality that makes these stories accessible to modern people in such engaging and immersive games as the Smithsonian Asian Pacific American Center, presents the game the Triumph of Dharma: A Virtual Reality Experience.



The Indian mythology exists online in multiple forms and does not belong to a particular medium to prove that it has no age and no limitations in the current world. This is because in the future, we will be able to consume even more beautiful and diverse representations of the Indian mythology through the Internet due to improved technology.

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