

Brief information about the project

Title	IRN AP25795213 "Digital Literature: Genesis, Evolution, Genres"
Relevance	The proposed research aims to study digital literature, including the development of new genres and the trends in their technological transformation. Digital literature is created and distributed through electronic platforms and forms unique genres such as hypertext, interactive stories, and electronic poetry. The main issue lies in the lack of methods for analyzing and classifying these genres. The goal of the project is to develop a theoretical model of digital genres, as well as to explore their impact on the literary process, reader experience, and educational programs.
Goal	The aim of the research project is to study the genesis and characteristics of new genres in digital literature, to develop a theoretical model for their classification and analysis, and to determine the impact of society's digital transformation on the literary process and reader experience.
Tasks	<ul style="list-style-type: none">- Analysis of the genesis and evolution of digital literary genres. Examine at least 10 major works of digital literature across various genres (e.g., hypertext, interactive stories, electronic poetry) to identify the stages of their emergence and development.- Development of a classification system for digital literary genres. Create a classification framework covering at least five core genres of digital literature, providing a detailed description of each genre.- Investigation of the impact of digital technologies on the literary process. Conduct at least three case studies demonstrating how digital technologies (such as the Internet, social media, and educational platforms) influence the creation, distribution, and consumption of digital texts. This task will explore how new technological conditions reshape not only the literary works themselves but also literary practices, including relationships between authors, readers, and texts.- Study of reader experience in the context of digital literature. Survey 100 readers of digital literature to examine perceptions and preferences across different genres. This task is crucial for understanding how reader behavior has evolved with the advancement of digital technologies and how this has affected the popularity of emerging genres. The findings will be used to assess the social relevance and development prospects of digital literature.

Expected and Achieved Results	<p>The expected outcomes of the project include the development of a comprehensive theoretical model of digital literary genres and the establishment of criteria for their classification. These results will contribute to the advancement of literature, media technologies, and cultural studies in the context of a digitalized society. The project also aims to formulate practical recommendations for the use of digital texts in educational settings to prepare professionals for the rapid development of information technologies.</p> <p>This research opens new avenues for studies at the intersection of literature and digital technologies and is considered significant for the development of both the education system and digital culture. An empirical study of reader experience will be conducted, involving a survey of at least 100 readers of digital literature.</p> <p>The findings of the study will be presented in a conference proceedings article. Additionally, two scholarly articles will be published in journals indexed in the <i>Arts and Humanities Citation Index</i> or <i>Social Sciences Citation Index</i> in the Web of Science database, or in journals ranked in the top 35th percentile by CiteScore in the Scopus database.</p>
Names and Surnames of Research Group Members with Their Identifiers (Scopus Author ID, Researcher ID, ORCID, if available) and Links to Corresponding Profiles	<p>Dautova Gulnaz Rakhimovna, PhD in the specialty "6D021400 - Literary Studies"</p> <p>H-index according to the Scopus database - 3 (Author ID Scopus: 57192094749)</p> <p>https://orcid.org/0000-0002-3377-5334</p> <p>Researcher ID - CAF-5781-2022</p>
Publications list with links to them	<p>1. Analysis of modern strategies for using artificial intelligence technologies in the creation of fantasy content// Digital scholarship in the humanities, 2025-01-09, DOI 10.1093/llc/fqae090 https://www.webofscience.com/wos/woscc/full-record/WOS:001388794800001</p> <p>2. Effective online methods and pedagogical insights in digital creativity for literature education// E-Learning and Digital Media, 2025 https://www.scopus.com/authid/detail.uri?authorId=57192094749&origin=recordpage</p> <p>3. Ethnic Narratives in Education: The Role of Kazakh Epics in Preserving Cultural Heritage and Identity// <i>Journal of Ethnic and Cultural Studies</i>. Vol. 12 No. 1: 2025 https://www.ejecs.org/index.php/JECS/article/view/2414</p> <p>4. The role of artificial intelligence in forming stereotypes in intercultural communication// Научный журнал Вестник Евразийского гуманитарного института. 1 (2025). https://doi.org/10.55808/1999-4214.2025-1.18</p>
Patent information	