

**A STUDY ON EXPLICATING ADAPTATION THEORY WITH REFERENCE TO  
LITERARY TEXT**

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**INTRODUCTION**

Literature had its origin from the oral literature and moved to the written form. In today's context it is the technology that promotes a larger medium in various fields including literature. This can be further assumed as a transition from ORAL → WRITTEN → INTERACTIVE LITERATURE. The research is about how there is an adaptation of literary text. The process of adaptation is given significance through the parameters; this supports the interactive literature and also states the effects of interactive literature. This research would be benchmark for the further researchers to move on with the technological perception of literature.

Adaptation is the term which is not new to us, literature was in the form of oral then written and in this digital world it is audio and visual which is completely interactive this can be enhanced further by the description oral-written-interactive literature.

**THE THEORY OF ADAPTATION**

Linda Hutcheon in the theory of adaptation states that, adaptation make its presence everywhere, it is present on television, movie screen, on the dramatic stages, on internet, in the novels, comic books, on operas and even in our nearest theme parks and video arcades.

The term adaptation is not a new term to us, as Shakespeare has transferred his culture's stories from 'page to stage' and presented it to the new audience, says Linda.

Christian Metz claims that the adapted forms of the written language are made to a simplified section but in the form of amplified and extrapolate manner like the ballets, songs, operas and the music.

Ellis in his commercial rhetoric says that, the term finance is also applied to the form adaptation. He calls the adapted versions (operas, ballets, videogames, and music) from the novel as '*tried and tested*' and '*tried and trusted*'. He says so because all the adapted versions mostly escape from the financial risk, that is only the hit form of a written document which has gained a huge number of audience would be mostly adapted for the reason, the audience need it more. This makes sure that the adapted versions are usually free from financial risks since they are created knowing the needs of the audience in a different form. Adaptation is possible from the film versions into sequels, prequels, DVDs, videogames and spin offs and many more. When the adaptation is done from one medium to another like from the medium of *written document into the franchise form* not only the audience who are familiar with it be attracted but they also gain new audience for new medium.

Linda Hutcheon the theorist identifies that adaptation always has its own presence in time and space and makes its presence as a unique one where it happens. She gives an example of Paul Anderson's 2002 movie the *Resident Evil*, which is a different approach for those who have played the videogame and the book. The movies version is different from that of the written and the interactive literature. Adaption has its unique way in each of the medium and it is different from the other but can be in the form of continuity. In short it can be described as:

- It is a transformation of acknowledged form of medium from the recognizable work or works.
- It is creative and an interactive art form from the existing art.
- With the adapted work form it is an intertextual engagement.

Linda Hutcheon defines the term adaptation as a concept of expansion or contraction and adaptation can be in the form of a *process or the product*. This adaption of process or the product can be applied to all forms of adaptation that is to the films and stage production, videogames/interactive form of art, comics' books from the version of historical books, music and to songs, ballets, operas and so on.

Walter Benjamin in his '*The Task of the Translators*' states that any translation or transformation or adaptation is not some fixed contextual meaning to be a copied form or a paraphrased form or a reproduced form but it is a real engagement with the original text and additionally it makes the audience not only to read the text whereas to see the text and experience the setting in a different form. Adaptation is called as '*surgical art*' for a good reason when it is adapted from a long novel into a subtracted or contracted form in a different medium.

The theorist Linda identifies that adaptation is done in two forms that is as a product and as a process. As a product of adapted form it is an extensive, transcoding and a particular form and as a process it is a creative, palimpsest and intertextuality band interpretative form. Usually the telling form that is the novel/written form always immerse us in imagination and fictional world whereas the showing form that is the interactive art/play/film form always immerse us in aural, visual effects. Videogames immerse us through physically and kinaesthetically. All of these forms immerse us in some way or the other but it is videogames that can be rightly called as the *interactive medium*. It is in the videogames we are engaged

physically with the story and its setting in spite of its varied genres like violent action game, role play game or puzzle game/ skill game testing game and so on. In virtual reality game or videogame it is not only the language alone that is present and dominates whereas the visual effects and the aural/ oral effects that makes it lively and interactive. Videogames are the interactive medium in which the gamer experience the kinetic and cognitive interaction.

Linda Hutcheon, the theorist points out that *Adaptation is always intellectual and aesthetic pleasure* and through playing the game players is involved even more directly, mentally and physically and this makes us to concentrate intensely and respond physiologically. It is the sequentiality of texted narrative and simultaneity of the films that comes together in the interactive media/videogames with its rules and conventions.

Adaptation gives pleasure to the audience, the adaptors know the needs of the audience and they produce the adapted versions in the form of a product or as a process. Adaptation is a celebrated form of medium which is applauded by the audience for the reason that they wanted the written version to be experienced through better version. The present study analysed the process of adaptation with reference to literary text.

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