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Term Paper
Fan Fiction in the Digital Age

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CONTENT

INTODUCTION.....	4
CHAPTER 1. FAN FICTION AND ITS ROLE IN THE DIGITAL AGE.....	6
1.1. Contemporary fan fiction: cultural and historic background.....	6
1.2. Classification of fan fiction.....	7
1.3. Literature in the digital age	9
Conclusions to chapter 1	10
CHAPTER 2. FAN FICTION IN THE DIGITAL AGE IN MODERN LITERATURE.....	11
2.1. Impact of digitalization on modern literature	11
2.2. Analysis and digitalization of the fan fiction story “The Albatross Did Follow” by Chromeknickers.....	13
Conclusions to chapter 2	16
CONCLUSIONS.....	18
RESUME.....	19
PE3IOME.....
REFERENCES.....	20

INTRODUCTION

The topicality of the research is significant because it reflects how technology has transformed the way people engage with literature and media. It offers insights into the evolution of storytelling, copyright issues, and fan communities.

The aim of the term paper is:

The aim of the term paper presupposes the following tasks:

1. To describe the cultural and historic background of fan fiction.
2. To Determine the classification of fan fiction.
3. To Describe Literature in the era of digital technologies.
4. To Determine the influence of digitization on modern literature.
5. To Analyze the Fanfiction Story "The Albatross Did Follow" by Chromeknickers.

The object of the research is fan fiction.

The subject of the research is the analysis of fan fiction work.

The research material is fan fiction "The Albatross Did Follow" by Chromeknickers.

The scientific novelty of the study is manifested insufficient number of studies on this topic. In American literary studies, scholars like Henry Jenkins and Nancy Baym have explored the intersection of fandom and digital culture. In Ukrainian literary studies, researchers like Natalia Filonenko and Olena Haleta have examined the role of fan fiction in Ukrainian literature and culture.

The theoretical significance of the work is a research, which is determined by its contribution to the study of modern fan fiction.

The practical significance of the work in teaching/studying/translation of the genre of fan fiction.

Structure of work. The coursework consists of an introduction, two chapters, conclusions to chapters, conclusions, a list of references and appendices. The full volume of the work is 25 pages.

The introduction justifies the choice of topic, relevance and scientific novelty of the research. The purpose, task, object, subject and research methods are defined.

The first chapter examines the history concepts of fan fiction, the classification of fan fiction, and digitization.

In the second chapter were explored the concept of digitization and the analysis of fan fiction in the digital age.

The conclusions summarize the results of the conducted research and summarize information about the relevance of fan fiction in the digital age.

CHAPTER 1. FAN FICTION AND ITS ROLE IN THE DIGITAL AGE

1.1 Contemporary fan fiction: cultural and historic background

Fanfiction is a general term for a specific type of transformative literary work written by fans based on other cultural texts. Fan fiction is one of these literary works [18]. Undoubtedly, the social context is important here. The same text can be considered fan fiction as long as it exists in a certain online space under the appropriate tag, but it ceases to be fan fiction as soon as it is officially published. The borderline cases of cinema are the subject of our work, although there are many other factors, including copyright, historical context, and cultural significance [7].

The terms "fan fiction" and "fandom" are not defined in the latest edition of the "Dictionary of Literary Biography" in 2006. Although the study of fan culture began in Western academic circles in the late 1980s [5: 15], and the phenomenon can be traced back at least to the beginning of the 20th century, this topic remains underexplored, especially from the point of view of literary studies [4: 3].

Today, fan fiction is defined as amateur works created on the basis of popular works of art and multimedia works (mainly their alternative continuations), the sources of which are often professional fan sites. Despite the fact that fan fiction is recognized as a modern phenomenon, this art form reaches its roots in fantasy. For example, ancient Greek artists reinterpreted the hero's feats and changed the plot of the relevant myths [1: 89].

One of the first works related to fandom was fan fiction. "Fan fiction is a fictional story written by fans of a certain original series, movie, game, or book. Sometimes fan fiction is published in paper form, but mostly it is distributed over the Internet." [14]

Currently, the most popular fan fiction corpus dedicated to the figure of Harry Potter - the hero of the novel cycle by J. K. Rowling, whose role in the artistic process is difficult to overestimate. The reason for writing fan fiction is the desire of a fan of a

certain fandom to know what will happen next, to ask the question "What would happen if..?" and other. Usually, in order to write fan fiction, a fan takes an already existing universe of a certain fandom and rewrites the events in it in his own way. For example, a fan of the well-known Harry Potter series describes the future of the characters after the end of the series, or changes the love lines. Thanks to such fanfics, a fanon is created - a fan interpretation of a version of the canon, which in the future can become a canon for fiction writing, creating secondary and tertiary levels of communication.

Many fan fictions that got into the network later turned into full-fledged books and even movies. Like, for example, the novel "50 Shades of Grey", which was originally a fan fiction about Bella Swan and Edward Cullen - heroes of a series of books about vampires and werewolves called "Twilight" [2].

Journalist Erin Blakemore singles out three waves of fan fiction. "The first ... focused on fan fiction as an act of rebellion against corporate narratives. A second wave, influenced by Foucault's theories, explored how new media brought fans together, allowing them to create their own hierarchical structures. The third wave looks at how fans contribute to culture and explores how fandom can exist across 'high' and 'low' cultural lines." [17].

1.2 Classification of fan fiction

Fan fiction can be classified according to the following parameters:

1. By size:

1.1. A ficlet is a short fanfic, the average length of which is about 100 words.

1.2. A vignette is a very short story that deals with one short period of time, a single theme (events, emotions, relationships, etc.), often just one character. Rarely action-oriented, a vignette usually depicts a character's internal dialogue as they reflect on what has already happened, discuss something yet to happen, or simply "enjoy the moment".

1.3. Drabble is a passage that contains a description of a character or a specific scene, within which there is no significant development of the plot.

1.4. Mini is a short fanfic, ranging in size from 1 to 20 pages.

1.5. Midi is small in volume, usually from 20 to 70 pages, which can be compared to a short story.

1.6. Maxi is a large fanfic, 70 pages or more.

2. By pairing:

2.1. Jen - love and sexual relationships are not described or mentioned, or they are not decisive.

2.2. Het - the text mentions romantic and/or sexual relationships between representatives of different sexes.

2.3. Slash - The text mentions romantic and/or sexual relationships between male characters.

2.4. Femslash – The text mentions romantic and/or sexual relationships between female characters.

3. In connection with the original:

3.1. AU (alternative reality) is an alternative universe, that is, the world described in the story (in the same fan fiction) differs in some ways from the world of the canon. There are different AUs, from a few new events to a complete canon change.

3.2. non-AU - the text has no or minimal conflicts with canon.

4. According to the character of the characters:

4.1. OOC (out of character) - a character in a fan fiction does not behave the way one would expect him to behave.

4.2. In character - character does not change.

5. By rating:

5.1. G (general) – intended for any age category.

5.2. PG-13 (parental guidance) - persons under 14 are recommended to read under parental supervision. Kissing-level romantic relationships may be described and/or there may be hints of violence and other difficult moments.

5.3. R (restricted) – fan fiction that contains erotic scenes or violence without a detailed graphic description.

5.4. NC-17 (no children) – fan fiction that may contain detailed descriptions of erotic scenes, violence, or other difficult moments.

5.5. NC-21 – fan fiction, which may contain a very high level of cruelty, violence, detailed description of erotic scenes or something similar [19].

1.3 Literature in the digital age

The digital age refers to the period in history characterized by the widespread adoption and integration of digital technologies into various aspects of society, including communication, commerce, entertainment, and education [8: 176]. It's marked by the transition from analog and mechanical technologies to digital ones, such as computers, the internet, mobile devices, and digital media [3].

In the digital age, literature and fan fiction play an important role, opening up new possibilities for creativity, communication and cultural influence. Fan fiction, a literary genre based on the use of characters, plots and worlds created by other authors, has become an integral part of digital culture. Thanks to the Internet and social networks, fan fiction has gained a wide readership and has also contributed to the growth of fan communities that actively discuss, analyze and create new stories based on beloved imaginary worlds [6].

One of the main advantages of fantasy in the digital age is its democratic nature. Because anyone who wants to participate in the creative process can do so, fan fiction forms a large community of fans who can share their ideas and receive feedback from readers. It stimulates the exchange of creative ideas and contributes to the development of literature in a broader sense.

In addition, fanfiction allows for a certain amount of creative freedom, as authors can experiment with characters, plots, and genres without the limitations that can exist in traditional literature. This contributes to the development of an individual style and stimulates innovation in literary art.

On the other hand, fan fiction can also generate debates about copyright and ethics. Since it is based on the use of ideas and characters created by other authors, the question arises about the extent to which it is permissible to use other people's works to create new material. This is especially relevant in the era of digital piracy and unauthorized use of intellectual property.

Conclusions to section 1

The enormous influence and growing potential of fan fiction indicates its transition from a cultural and literary phenomenon to a full-fledged alternative media. Fans create separate websites dedicated to their favourite characters, filling them with their own written information and creating new informative and entertaining content for other fans of the fandom. Even in the digital age, fan fiction continues to play an important role in the literary world, providing opportunities for creative expression, communication, and cultural exchange. His influence on contemporary culture is important and significant, encouraging new generations of writers and readers to discover their potential and contributing to the development of literature in the digital age.

CHAPTER 2. FAN FICTION IN THE DIGITAL AGE IN MODERN LITERATURE

2.1. Impact of digitalization on modern literature

Digitalization has had a tremendous impact on modern literature and fan fiction, opening up new opportunities for authors and readers. Digital transformation has changed the way we perceive, create and consume literary works.

One of the greatest benefits of digitization for the literary field is accessibility. With e-books and online platforms that offer a variety of texts, readers have the ability to easily find and read literary works anytime, anywhere.

In addition, digital technologies allow literature to become more interactive. For example, interactive books and game elements in the text allow readers to actively participate in the development of the plot and characters.

Fanfiction has also undergone major changes due to digitization. Online fan fiction communities allow authors to share ideas, publish their work, and receive feedback from readers around the world.

One of the most famous examples of the impact of digitization on fan fiction is the success of the Fifty Shades of Gray book series, which was originally a fan fiction for the Twilight book series. The author, E.L. James, began publishing her works online, and due to great success, she got the opportunity to publish them in print.

Overall, digitization has transformed the way we interact with literature and fan fiction, enabling wide access, interactivity, and fostering creative communities.

Here are more examples of digitization in literature:

Self-publishing: Platforms such as Amazon Kindle Direct Publishing [15] allow writers to self-publish their books digitally without intermediaries. This opens the way for new authors and niche genres that may not meet traditional publishing standards.

Audiobooks: The growing popularity of audiobooks is helping to expand the audience and ease of content consumption. Authors can now provide their books in audio format, opening new avenues for creativity and engagement with readers.

Virtual Reality and Augmented Reality: New technologies such as VR and AR are creating opportunities for immersive literary experiences. For example, some books can be adapted for use in VR, where the reader can feel part of the world of the work.

Social Media and Blogs: Many authors use social media platforms to communicate with their audience, post short texts or snippets of their work, and receive feedback. Blogs have become popular among writers to keep journals of the writing process, discuss topics and ideas, and communicate with fans.

Crowdfunding: Crowdfunding platforms such as Kickstarter [11] or Patreon [12] allow authors to get financial support from their fans to realize their projects. This helps authors focus on their creativity, despite the lack of traditional publishing support.

Multimedia Formats: Some books and fan fiction are beginning to use multimedia elements such as video, audio, graphics, and animation to create a more engaging and immersive experience for readers.

Machine learning and recommendation algorithms: Major platforms such as Goodreads [10], and Wattpad [13] use machine learning algorithms to make personalized book recommendations based on a user's reading history. It helps readers discover new authors and genres.

Social Book Clubs and Communities: Online communities and forums dedicated to the discussion of literary works give readers the opportunity to share experiences and ideas, as well as receive recommendations from other enthusiasts.

Adaptations for games and films: Successful books often become the basis for game adaptations or film adaptations, which expands the audience and popularizes literary works among new audiences.

Collaboration with artificial intelligence: Some authors use artificial intelligence tools to support the creative process, such as idea generation, editing or plot analysis, which can speed up and improve the quality of creative projects.

Interactive stories: Some platforms, such as Choice of Games [9] or Twine [20], allow authors to create interactive stories where readers can make decisions that affect the further development of the story.

Podcasts and Audio Dramas: With the popularity of podcasts, authors can create audio dramas based on their works or use this format to read their books, expanding the audience and making literary works more accessible.

Crowdsourcing and collective creativity: Literary projects that involve the community in the collaborative creation of works are becoming increasingly popular. This can include publishing collective fanfics, collaborative creative projects on crowdsourced platforms, or even publishing books in a format that allows readers to add their own chapters or story variations.

These examples illustrate the diversity of digitalization's impact on literature and fanfiction, opening avenues for new forms of creativity and contributing to the growth and development of these industries.

2.2. Analysis and digitalization of the fan fiction story “The Albatross Did Follow”

“The Albatross Did Follow” by Chromeknickers [16] is a fanfiction dedicated to the complexities of the digital world, where the characters find themselves trapped in a cursed time loop in the middle of a cursed picture.

Trying to reveal the secrets of the picture and free themselves from the curse, the heroes face a series of tests and discoveries that test their courage, resilience and loyalty. Interacting with each other and with the mysterious figures in the paintings, Ginny and Draco embark on a journey of self-discovery, grappling with questions of identity, agency, and purpose in the digital world.

Driven by a sense of duty and determination, Ginny and Draco join forces to uncover the truth behind the painting and find a way to escape from its clutches. In

the process, they face their own fears and insecurities, creating an unlikely union that overcomes past rivalry and disagreements.

The story is a prime example of the digitalization of fanfiction in the modern age. This fanfic, like many others in the digital age, utilizes the internet and online platforms to reach a wider audience and engage in more interactive interactions with other fans.

One of the key characteristics of fanfiction in the digital age is its accessibility. The emergence of fanfiction websites and online communities has made it easier for authors to share their work with readers around the world. This increases reader awareness and feedback and provides more opportunities to connect with other fans with similar interests.

In addition, the digitization of fanfiction has led to the proliferation of different genres and styles in the fanfiction community. "The Albatross did follow" is a prime example of this diversity, combining elements of fantasy, romance and mystery to create a unique and engaging story. This blending of genres is made possible by digital platforms that facilitate sharing and collaboration between writers.

The story introduces two main characters: Ginny Weasley and Draco Malfoy. Ginny is depicted as a confident yet bewildered young woman who finds herself transported into a mysterious situation. She exhibits resilience and quick thinking in the face of uncertainty. Draco, on the other hand, is portrayed as suave and enigmatic, with a hint of vulnerability beneath his facade of confidence. Their dynamic is marked by tension and history, hinting at a complicated past between them.

The narrative features a blend of mystery, suspense, and fantasy elements. For example, the third chapter opens with a sense of disorientation as Ginny grapples with her unfamiliar surroundings. The use of descriptive language creates a vivid atmosphere, immersing the reader in Ginny's surreal experience. Dialogue drives the plot forward, revealing crucial details about the characters and their predicament. Tension builds steadily throughout the chapter, culminating in a dramatic

confrontation between Ginny and Draco. The chapter ends on a cliffhanger, leaving readers eager to uncover the mysteries surrounding the characters and their world.

"She was in the painting. She was in the bloody painting!" [16: 3] - This line exemplifies the surreal and disorienting nature of Ginny's experience, highlighting the unexpected twist in the narrative.

"Why was it so bright in here?" [16: 3] - Ginny's confusion and sensory overload contribute to the atmosphere of mystery and suspense.

"Welcome aboard the Princess Anne." [16: 3] - Draco's cryptic revelation adds layers to the narrative, hinting at a larger, interconnected world beyond the immediate setting.

"Draco was just leaving." [16: 3] - The tension between Ginny and Draco is palpable in their terse exchange, foreshadowing future conflicts and alliances.

"Meet me up on deck at 2 AM... And don't be late." [16: 3] - Draco's secretive request introduces a sense of intrigue and anticipation, leaving readers curious about his intentions and the direction of the story.

In chapter four Draco's transformation from a privileged, arrogant youth to a resilient, compassionate ally is evident in his interactions with Ginny and his actions throughout the narrative. The banter between Draco and Ginny reveals their evolving relationship, from initial animosity to mutual respect and camaraderie. References to historical events, such as the sinking of the SS Princess Anne, symbolize the characters' entrapment and the cyclical nature of their predicament. Descriptions of the flooding ship and the chaos during the brawl create vivid, immersive scenes, heightening tension and suspense. Clues about Maxwell Higgins and his involvement in trapping characters within the painting foreshadow future revelations and conflicts, building intrigue and anticipation.

In chapter six the narrative includes flashbacks to past events, providing context and depth to the characters' motivations and actions. Dialogue is used to reveal character traits, advance the plot, and convey emotions. Characters undergo

development throughout the story, particularly Draco and Ginny, as they confront their fears and vulnerabilities. The cursed painting symbolizes imprisonment and serves as a metaphor for the characters' trapped situation. The search for an anchor within the painting represents the characters' quest for freedom and redemption. The mention of Maxwell Higgins III foreshadows future conflicts and plot developments, hinting at the challenges the characters will face in their pursuit of escape. Vivid descriptions and imagery are used to evoke emotions and create a sense of atmosphere, particularly during scenes involving weather elements like rain and snow.

The story shifts between different characters' perspectives, allowing readers to gain insights into their thoughts and feelings.

Through its accessibility, diversity, and innovative storytelling methods, this fanfiction demonstrates the potential of fanfiction in the modern age. As technology advances, expect to see more exciting and creative fanfiction that pushes the boundaries of storytelling and engages fans in new and exciting ways. Analysing the text, can be identified several elements that contribute to the narrative's depth and character development and also the text showcasing how digitalization has affected the system of characters, the theme, and the form of the story:

"She was like a wave breaking on a rock, loud and relentless, but also dazzling, like droplets of water caught high in the sun." [16: 7] – The figurative depiction of this figure emphasizes the dynamic and impressive nature of their interaction, which echoes the intensity and energy of the crashing waves. It suggests the digital connection and immediacy of their relationship, emphasizing the strength and vibrancy of their bond.

"Ginny's blood ran cold." [16: 7] - This emotional reaction to the appearance of familiar characters reflects their search for identity and self-discovery in the digital realm, where encounters with familiar faces and unexpected revelations force them to confront their past and redefine their sense of self. It follows the characters'

transformative and introspective journey as they navigate the complexities of the digital environment and discover hidden truths about themselves and others.

"Tracey quickly turned to page nine. There was photograph of a deranged-looking Rogen, a Rogen who didn't look as though he had aged a day in thirty-five years." [16: 4] - This quote highlights how characters interact with and connect to each other through the digital medium of a photograph, which serves as a visual representation of Rogen's mysterious reappearance after thirty-five years.

"Scooping the rest of the files into her arms, along with the newspaper, Tracey immediately Floo'd to the Ministry." [16: 4] - Tracey's use of powder to travel to the Ministry demonstrates how characters utilize magical technology for communication and transportation, showcasing the integration of digital elements into the wizarding world.

These examples show how the digital age has influenced the system of characters, themes, and narrative forms of fanfiction, shaping the dynamics of character interaction, thematic exploration, narrative structure, and identity development in the digital realm of drawing.

Author uses vivid sensory imagery to immerse the reader in the setting and evoke emotions. For example, when the protagonist wakes up, the description of the sensation of skin-to-skin contact and the warmth of another person's presence creates a sense of closeness and vulnerability.

Through the protagonist's inner thoughts and actions, the reader gains insight into his character and emotional state. His initial wariness and subsequent tenderness toward the sleeping woman reveal layers of complexity and inner conflict.

Conversations between characters serve to advance the plot and reveal important information about the characters' motivations and relationships. They also add tension and intrigue to the conversations as both characters' touch on sensitive topics and hidden agendas.

Descriptions of the surroundings, such as Malfoy Manor and the countryside, not only create a physical setting but also reflect the atmosphere and mood of the place. The contrast between the idyllic landscape and the concerns of the characters gives depth to the story.

Conclusions to section 2

This fanfiction exemplifies the transformative impact of digitization in the realm of fan fiction and provides insight into how digital technology has remade the landscape of storytelling, character interaction, and thematic exploration in fan-created stories.

In the age of digitization, fanfiction has evolved from a primarily text-based medium to a dynamic, immersive experience that leverages digital platforms to engage readers in interactive and participatory storytelling. Through digital tools and platforms, fanfiction authors are able to create complex stories, explore complex themes, and bring to life worlds that transcend the boundaries of traditional storytelling.

One of the key aspects highlighted in this fanfiction is the enhanced connectivity and immediacy offered by digital platforms, which allows characters to interact in real time and engage with readers in a dynamic way. The characters in this fanfiction move back and forth across the digital realm as it unfolds in real time, eliciting immediate responses from the audience and shaping the direction of the story based on their actions and decisions.

CONCLUSIONS

Fan fiction reflects the multifaceted creativity and interests of fans, made even more accessible by digital technology. In the digital age, fan fiction is getting new forms of discovery, in particular, in the form of video, audio and interactive stories. It enriches cultural heritage and creates unique ways to interact with your favourite imaginary worlds.

In addition, digital technology allows fans from all over the world to find each other, share ideas and co-create content. This helps to build communities and develop the creative potential of participants who can experiment with new genres and concepts without significant investment of time and resources.

With the help of digital technologies, fan fiction becomes more accessible to a wide audience, as it can be distributed over the Internet and accompanied by multimedia content. It promotes creativity and opens up new opportunities for expressing ideas and views in fantasy worlds.

In addition, digital platforms allow fans to actively interact with the authors of original works, providing the opportunity to receive feedback, ask questions and even influence the further development of the plot. Such interaction increases fan engagement and interest, making the creative process more democratic and open.

In the course of the study of fan fiction, in particular the fan fiction "The Albatross Did Follow", the use and impact of digitalization in modern fan fictions was considered.

The research used many different methods, such as analysis of fan fiction works, digitization installation, and others, as a result of which it is possible to see the popularity of the use in the texts. This study helps to better understand the impact and importance of fan fiction in the online space and digital age.

The study of digital technologies in the context of fan fiction literature, is an important step in understanding modern trends and the impact of information technology on literary culture. The results of the study can be useful for writers,

researchers and fans of fantasy literature, contributing to the further development of this genre in the conditions of the digital age.

RESUME

The term paper "Fan fiction in the digital age" is devoted to the analysis of the use of digital technologies in modern fan fiction works. It includes an analysis of fan fiction in the digital age. The work considers such definitions as fan fiction, digitalization, modern literature.

The study of fan fiction in the era of digital technologies is relevant and important in the context of modern literary studies and cultural studies. This term paper examines the transformative nature of fan fiction in online communities and their impact on contemporary cultural practice. The work covers such aspects as the historical development of fan fiction from traditional magazines to digital platforms, the motivation and process of creating fan fiction, community dynamics and interaction with literary and media industries. The research is based on the analysis of fan fiction. The results of this work reveal new approaches to understanding fan fiction in the context of the digital age and its significance for contemporary cultural practice and identity. Also, the results of the study indicate that fan fiction is widespread and popular in the age of digital technologies.

Keywords: fan fiction, digitization, storytelling, fandom, participatory culture, online communities, transformative works, cultural production.

РЕЗЮМЕ

Курсова робота "Фан-фікшн в епоху цифрових технологій" присвячена аналізу використання цифрових технологій у сучасних фан-фікшин творах. Вона включає в себе аналіз фан-фікшину в епоху цифрових технологій. У роботі розглядаються такі визначення як фан-фікшн, діджиталізація, сучасна література.

Дослідження впливу цифрових технологій на жанр фантастичної літератури спрямоване на розуміння еволюції цього жанру в умовах цифрової епохи. Аналізуючи практичні аспекти фанфікшну, включаючи використання різних платформ для творення та поширення текстів, а також соціальну динаміку спільнот, дослідження розкриває роль цифрових технологій у створенні та споживанні літературних творів. Очікується, що дослідження допоможе краще зрозуміти вплив цифрового середовища на сучасну літературну культуру та сприятиме подальшому розвитку фанфікшину.

Дослідження фан фікшну в епоху цифрових технологій є актуальним і важливим у контексті сучасного літературознавства та культурології. Ця курсова робота присвячена розгляду трансформаційної природи фан фікшну в онлайн-спільнотах та їх впливу на сучасну культурну практику. Робота охоплює такі аспекти, як історичний шлях розвитку фан фікшну від традиційних журналів до цифрових платформ, мотивації та процесу створення фан фікшну, спільнотні динаміки та взаємодію з літературно-медійними індустріями. Дослідження базується на аналізі фан-фікшину. Результати цієї роботи розкривають нові підходи до розуміння фан фікшну в контексті цифрової епохи та його значення для сучасної культурної практики та ідентичності. Також результати дослідження свідчать про те, що фан-фікшн є розповсюдженим та популярним в епоху цифрових технологій.

Ключові слова: фан-фікшн, фанфік, діджиталізація, фандом, онлайн-спільноти, культурне виробництво.