Assignment 4

General Announcement: *Assignment submitted via Google-Class Room, only acceptable* **otherwise marks will be graded as 0 and student will be considered as fail.**

Deadline: Saturday, 1 Feb, 2025 (Timing 11:50 pm)
Total Marks: 20

Assignment Objective

The objective of this assignment is to enhance students' understanding of key theoretical concepts related to **Application of information and communication technology (ICT).**

Topics Covered

a) Digital Goods and Services Production of Digital Services
b) Open-Source Software
c) Animation Industry Game Industry

Assignment Overview

Part 1:   **(20 Marks)**

Students are required to research and write detailed answers to the following questions:

Q.NO. 1: Explain the concept of Digital Goods and Services and discuss how they differ from traditional goods and services.

Q.NO. 2: Describe the Commons-Based Peer Production model and provide an example of its application in digital services.

Q.NO. 3: Compare the Value Chain, Value Shop, and Value Network models in the context of digital economics.

Q.NO. 4: Discuss the impact of Open-Source Software on the Animation Industry and its role in driving innovation.

Good luck, and remember to approach each part systematically to cover all the concepts effectively!

Note: Assignment via email / WhatsApp will not be accepted. Submit your assignment only on Google classroom only.