**Assignment 4**

**ADP Computer Science (ICT) Semester-I, Campus-I**

**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

1. Digital Goods and Services Production of Digital Services
2. Open-Source Software
3. 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.**