Dr Souvik Mukherjee

Indian address: 11/1 Hari Bhusan Moitra Road, Kolkata 700090, West Bengal, India, **email: prosperosmaze@gmail.com**,
Website: http://readinggamesandplayingbooks.blogspot.com.

PROFILE

My research looks at the narrative and the literary through the emerging discourse of **videogames as storytelling media** and at how these games inform and challenge our conceptions of **narratives, identity and culture**. Related interests and expertise include a broad spectrum of topics in the **Game Studies** ranging from identity and temporality in videogames to the videogame industry in South-East Asia. Currently, I am working on two research projects. The first project is on how videogames relate to Postcolonialism and my second area of interest now on ancient Indian board-games such as *gyan chaupar* and how they contribute to the modern conceptions of gameplay. Other interests include **digital humanities, literary theory and Early Modern Studies**. As a digital humanist, I have recently completed an archive of the narratives of Scottish settlers in India and another archive of the hitherto forgotten Dutch cemetery near Kolkata.

ACADEMIC QUALIFICATIONS

PhD in English Literature and Cultural Studies (2009) Nottingham Trent University, United Kingdom

Title: *The Zone of 'Becoming': Game, Text and Technicity in Videogame Narratives*. Supervised by Dr Philip Leonard and Dr David Woods. Key research areas: game studies, new media, digital humanities, narrative, poststructuralist thinkers.

MPhil in English Literature (2005) Jadavpur University, Calcutta, India.

Topic: *Reading Books With Joysticks : An Analysis of Narratives in Computer Games*. Supervised by Professor Amlan Dasgupta. Key research areas: Digital narratives, reader-response theory, narratology and videogames.

MA in English Literature (2002) [First Class] Jadavpur University, Calcutta, India

Areas of specialisation: Classical & Renaissance Literature, History of the Book, John Milton

BA (Honours) in English Literature (2000) Jadavpur University, Calcutta, India.

ACADEMIC AWARDS AND ACHIEVEMENTS

Charles Wallace India Trust top-up grant for PhD in 2007, ORSAS (**Overseas Research Students Awards Scheme**) scholarship from Nottingham Trent University in 2006 and **SARAI Independent Research Fellowship**, India in 2002-3.

DIGITAL HUMANITIES RESEARCH PROJECTS AND GRANTS

Project co-ordinator for the '**digitising Dutch heritage in Bengal**' project funded by the **Embassy of the Netherlands in India**. This grant amounts to Rs. 45,000. The project has been completed and can be viewed at: http://dutchcemeterybengal.com.

UK - India Research Initiative (UKIERI) funded Research Project Co-ordinator for the project 'Narratives of Migration between Scotland and India' in collaboration with the University of St. Andrews, Scotland. My own project involves research on the connections between India and Scotland in the colonial period, through the digitisation of the burial records of the Scottish cemetery in Calcutta. This grant amounts to Rs. 26,00,000 (or 26000 GBP approx.). Website: http://scotscemeteryarchivekolkata.com

Videogames and Gamification in India and Germany: a project sponsored by the Leuphana University, Lueneburg and supervised by Prof. Dr. Mathias Fuchs. Grant amount: 6000 Euros.

Serampore Research Network: a project (ongoing) sponsored by the Danish National Museum on the colonial exchange between Denmark and India.

Videogames, Politics and Storytelling: Commissioned essay for the Goethe-Institut, Germany.

PUBLICATIONS

Monograph

Videogames and Storytelling: Reading Games and Playing Books. Published by Palgrave Macmillan in September 2015.

Videogames and Postcolonialism: The Empire Plays Back (under contract).

Book Chapters

Mukherjee, S. (forthcoming) 'An Assassin across Narratives: Reading *Assassin's Creed* from Videogame to Novel' in *The Palgrave Handbook of Popular Fiction* ed. Ken Gelder

Mukherjee, S. (2015) 'Videogames in India' in *Videogames across the World* ed. By Mark J.P. Wolf (Massachussetts: The MIT Press)

Mukherjee, S. (2015) 'Sherlock Holmes Reloaded: Holmes, Videogames and Multiplicity' in *Conan Doyle and Sherlock Holmes* (2012) eds. Catherine Wynne and Sabine Vanacker (Basingstoke: Palgrave Macmillan)

Mukherjee, S. (2012) 'EgoShooting in Chernobyl: Identity and Subject(s) in the *S.T.A.L.K.E.R* Games' in *Handbook of Digital Game Cultures* eds. Johannes Fromme and Alexander Unger (Berlin: Springer)

Mukherjee, S. (2011) 'Ethical Conflict in Videogames' in *Contact – Conflict – Combat?: Zur Tradition des Konfliktes in Digitalen Spielen* ed. Rudolf Inderst and Peter Just, (Boizenburg: Verlag Werner Huelsbuch)

Mukherjee, S. (2009) 'Gameplay in the Zone of Becoming: Locating Action in the Computer Game' in *Proceedings of the Philosophy of Computer Games Conference*, 2008, ed. by Stephan Guenzel, Michael Liebe and Dieter Mersch (Potsdam: University of Potsdam) Online: opus.kobv.de/ubp/volltexte/2008/2463/pdf/digarec01_13.pdf

Mukherjee, S. (2009) 'Poetic Programming: Multimedia in the Romantic Age' in *Romanticism and Its Legacies* ed. Ralla Guhaniyogi (Kolkata: Basantidevi College and Fine Prints)

Journal Articles

Mukherjee, S. (forthcoming) 'Videogames and Paratexts' in *Gramma* vol. 23.

Mukherjee, S. (2015) 'Playing Subaltern: Videogames and Postcolonialism' in *Games and Culture* (London: SAGE). (http://gac.sagepub.com/content/early/2016/02/09/1555412015627258.abstract)

Mukherjee, S. (2015) 'The Playing Fields of Empire: Empire and Spatiality in Video Games' in *The Journal of Gaming and Virtual Worlds*, vol. 7.3, September 2015 (Bristol: Intellect Books)

Bhat, A. and **S.Mukherjee** (2012) 'Through the Looking Glass, Darkly: Reading Alice in the Videogame' in *Aligarh Journal of Linguistics*, vol. 2.1-2 (Aligarh: Aligarh University Press)

Pitchford, J. and **S. Mukherjee** (2010), '"Shall We Kill the Pixel Soldier?": Perceptions of Trauma and Morality in Combat Videogames' in *The Journal of Gaming and Virtual Worlds*, vol. 2.1, Spring 2010 (Bristol: Intellect Books)

Mukherjee, S. (2008) '(Ab)Sense of an Ending: Telos and Time in Digital Game Narratives' in *Writing Technologies*, 2.1 (2008) Online: http://www.ntu.ac.uk/writing_technologies/Current_journal/Mukherjee/index.html

Book review essays

Children, Gender and Videogames in *Journal of Gender Studies*, Volume 19 Issue 3
The Elegance of the Hedgehog in *Biblio*, April 2012.
Ethnographies of Videogames in *Journal of Gender Studies*, Volume 21, Issue 2, June 2012,
Sketches by Hootum in *Biblio,* March 2013
The Black Coat in *Biblio*, November 2013
No Country in *Biblio*, October 2014
Uncertain Light in *Biblio* Jan – March 2016

MEMBERSHIPS

• Board Member, Digital Games Research Association (DiGRA), Programme Committee Member DiGRA 2015 Conference, Programme Committee Member (Game criticism and analysis) DiGRA 2016 conference.

- Founder-member: NASSCOM game forum , Eastern India.

- Review board member, *Game Studies*

- Editorial board member, *Journal of Gaming and Virtual Worlds*

- Editorial board member, *Journal of Simulation/ Gaming for Education and Development*

- Elected associate member, Centre for Studies in Romantic Literature

INVITED LECTURES

November 2016, **Jagiellonian University, Cracow,** Keynote lecture at the Games and Literary Theory Conference.

October 2016, **University of Skovde, Sweden, '**Videogames in India'.

July 2016, **Centre for Internet Studies, Bengaluru, '**Videogames, Storytelling and the Internet'.

July 2016, **British Council Library, Kolkata,** 'Introduction to Videogame Culture'.

April 2016, **Rochester Institute of Technology**, 'Boardgames in India'

February 2016, **Oklahoma City University,** 'Reading Games and Playing Books: Videogames and Storytelling.'

June 2015, **Synthesis Talks, Mumbai**: 'The Scope of Fiction'

April 2015, **Indo-British Scholars' Association**: Introducing the Renaissance through *Assassin's Creed*

February 2015, Discussion with the author Will Buckingham at the **British Council Pavilion**, Kolkata Book Fair

December 2014, Lectures on storytelling in videogames and gamification at the **Indian Institute of Management, Calcutta**

September 2014, **Khoj Artist's Workshop, New Delhi: 'Videogames in India'**

January 2014, **Jawaharlal Nehru University, keynote address at the 'Gaming across Cultures' Conference: 'Where in the World Is Indian Videogaming?'**

August 2013, **Khoj Artist's Workshop, New Delhi: 'Videogames and Storytelling'**

July 2013, **Indian Institute of Sciences, Bangalore: 'The (Non) Boundaries of Digital Humanities'**

May 2013, **Indian Museum, Calcutta: 'The Roman Empire in Videogames'**

April 2013, **Presidency University Department of History: 'Videogames and Empire'**

October 2012, **NASSCOM Game Development Conference, Pune**

April 2012, Lecture on **videogames and mythology** at **Oklahoma City University, USA**.

March 2012, Lecture on **player responses and game design** for **Open Class, SKJ group, New Delhi**.

February 2012, Keynote address on **'Videogames and Digital Humanities'** at **Venkateshwara College, Delhi University**

November 2011, Invited lecture on **Videogames and Digital Humanities** at **Indraprastha Institute of Information Technology, Delhi**

March 2011, Invited lecture on **videogames as literary texts** at **University of Bangor, UK**.

November 2008, Guest lecture on **videogames in South East Asia** for Media and Cultural Studies postgraduate students at **Nottingham Trent University**.

Guest lecture on **videogames in the creative industries** for Media and Cultural Studies postgraduate students at **Nottingham Trent University**.

CONFERENCE PRESENTATIONS

- October 2016, Extending Play, Rutgers University, 'Playing Games with Karma: Indian Board Games as a Commentary on Time' [abstract accepted]

- September 2016, History and Heritage in South Asia, School of Oriental and Asian Studies, London, 'Of Swimming Doctors, Scots Dissenters and Susanna's Seven Husbands: Digital Archives of Kolkata's Forgotten Colonial Cemeteries'.

- August 2016, DiGRA-FDG 2016, Abertay University

  'The SEGA and Microsoft History of India: The British Raj in Videogames'

  'Videogames, Religion and Karma'

- July 2016, Urban Future, Urban Utopias, Institute of Development Studies, Kolkata, 'Gamifying Kolkata: A Ludic Approach to Viewing the City'.

- June 2016, Serampore Research Network, National Museum of Denmark, 'Revisiting Fredericksnagore on the Web: A Digital Archive of Danish Colonial Bengal'.

- April 2016, Philip K. Dick Conference, Birmingham City University, 'Videogames and PKD'.

- January 2016, DigiNaka Conference, Tata Institute of Social Sciences, 'Colonial Cemeteries and Digital Archives.'

- October 2015, UKIERI presentation at St. Andrews University, Scotland. Title: 'Swimming Doctors, Native Catechists and Scotch Dissenters: The Scottish Cemetery in Calcutta'.

- August 2015, International Workshop on Digital Archiving, Jadavpur University, Calcutta. Title: 'Digitising Colonial Cemeteries'.

- May 2015, Digital Games Research Association (DiGRA) Conference, Leuphana University, Lueneberg, Germany.

  Titles: 'Videogames around the World: India' - panel presentation

  'Videogames and Slavery' - conference paper

  'Videogames as Minor Literature: Reading Videogame-Stories through Paratexts' - conference paper

- April 2015, UK-India Research Initiative 'Narratives of Migration' Conference, University of St. Andrews, Scotland. Title: 'The Scottish Cemeteries in Bengal Database: Phase Two'.

- January 2015, UK-India Research Initiative 'Narratives of Migration' Conference, Presidency University, Kolkata. Title: 'Digitising Memories: The Scottish Cemeteries in Bengal Database'.

- December 2014, Global Shakespeares Conference, Presidency University, Kolkata. Title: 'What's in a Game: Shakespeare in Videogames.'

- October 2014, Meaningful Play Conference, Michigan State University, East Lansing, Michigan. Title: 'Playing Subaltern: Videogames and Post-colonialism'.

- February 2014, 'The Dutch in Bengal' Conference, Presidency University, Kolkata. Topic: 'Digitising Memories and Digital Monuments: A Digital Humanities Approach to Heritage Preservation'

- October 2013, Philosophy of Computer Games Conference, Bergen. Topic: 'Videogames and Empire'.

- September 2012, Digital Humanities in India Conference, Kolkata.

- August 2012, MARG Humanities Conference, New Delhi. Topic: 'Digital Humanities or What You Will'

- June 2012, SHARP Conference, Trinity College, Dublin. Topic : 'Videogames and Player Responses'.

- January 2012, Philosophy of Computer Games Conference, Madrid. Topic: 'The *avatar* in videogames and in Hindu philosophy'.

- January 2012, Singularities National Seminar, Jawaharlal Nehru University, New Delhi. Topic: Singularities, Deleuze and Videogames.

- June 2011, Presentation on the impact of social media on Leicestershire business communities, De Montfort University, Leicester, UK.

- 'Under the Mask' Conference, University of Bedfordshire. Topic: 'Exploring videogame paratexts'.

- April 2011, 'Spaces of Alterity Conference', University of Nottingham, UK. Topic: 'Videogames as dystopias of possibility'.

- Philosophy of Computer Games Conference, Panteion University, Athens. Topic: 'Re-membering and dismembering: memory and the (re)creation of identities in videogames'

- March 2011, Participated in the Ludotopia 2 workshop on videogames, University of Salford, Manchester, UK.

- September 2010, CEDAR Workshop on Web 2.0 technologies, University of Bangor. Topic: 'Walkthrough and wikis in videogames'

- June 2010, Paper presented at the Ludotopia workshop in IT University, Copenhagen. Topic: Videogames and spatiality.

- September 2009, Conference paper at Digital Game Research Association (DIGRA) conference, Brunel University, London. Topic: *Telos*, Time and *Karma* in Videogames

- July 2009, Conference paper on 'Sherlock Holmes in Videogames' in the 'Afterlives of Sherlock Holmes' conference, University of Hull, UK.

- June 2009, 'Under the Mask 2' Conference in University of Bedfordshire, UK. Co-presented paper on 'Perceptions of trauma, morality and violence in Videogames'.

- 'Philip K. Dick, alternative history and computer games': paper presented at PKD-Day 3, third annual conference in celebration of the life and works of Philip K. Dick hosted in Nottingham Trent University.

- March 2009. Conference paper presented at the Otto von Guericke University, Magdeburg, Germany. Topic: Identity and Subject(s) in the *S.T.A.L.K.E.R* Games

- 'Egoshooting', conference paper on videogames and identity in the LINK Conference at Nottingham Trent University.

- June 2008, 'I Am a Paddle, I Am a *STALKER*, I Am a Game': paper presented at the 'Under the Mask' conference at the University of Bedfordshire, Luton.

- May 2008, 'Gameplay in the Zone of Becoming': paper presented at the Games and Philosophy Conference in the University of Potsdam. Participation partially funded by Nottingham Trent University.

- September 2007, Paper on endings in computer games at the Computer Games Conference, Brunel University, West London.

- June 2007, Paper on videogames, empathy and the novels of Philip K. Dick, presented at PKD-Day, Nottingham Trent University.

- May 2006, Computer games and Lewis Carroll's *Through the Looking-Glass*, presented at the Brown Bag Seminar, Nottingham Trent University.

- Research Practice Course presentation at Nottingham Trent University

- February 2003, Poetic Programming to Computers in the Romantic Age' , paper on multimedia in the Romantic period at the Centre for Studies in Romantic Literature conference, Calcutta

- May 2001, 'And Alice Played a Videogame', paper on videogames and narratives, UGC Research Seminar at Jadavpur University, Calcutta.

- May 2000, 'Prufrock and the Outsider', paper on T.S. Eliot and Albert Camus, T.S. Eliot Conference at Jadavpur University, Calcutta.

CONFERENCES ORGANISED / CHAIRED / PARTICIPATED IN

- Organiser of the 'Narratives of Migration' conference (January 2015) at Presidency University, Kolkata in collaboration with the University of St. Andrews, Scotland.

- Co-organiser of the 'Dutch in Bengal' workshop (November 2014) with the Embassy of the Netherlands, West Bengal Tourism and Presidency University.

- Organised the Centre for Romantic Literature 2014 Conference at Presidency University.

- Jury member for the Indie games panel at the NASSCOM Game Developers Conference, 2013.

- Organised the 'Digital Humanities in India 2013' workshop.

- Co- organised the Centre for Studies in Romantic Literature Conference, 2013.

- Organised the Presidency English Winter Lectures, featuring both international and Indian scholars.

- Organised the 'Digital Humanities in India' Conference at Presidency University, Kolkata in September 2012.

- Participated in the 'Keywords' workshop, on designing a lexicon of Indian keywords, in the Indian Institute of Advanced Studies, Shimla.

- Chaired the session on gaming at the 'Cybercultures' conference, Jamia Millia University, New Delhi.

- Organised 'PKD-Day 4' in June 2011 at Nottingham Trent University. This is a conference celebrating the life and work of Science Fiction writer Philip K. Dick in its fourth annual session.

- Organised 'PKD-Day 3', a conference on the life and works of Philip K. Dick, in June 2009 at Nottingham Trent University.

- Organised 'PKD-Day 2' a conference on Philip K. Dick, in June 2008 with Professor John Goodridge at Nottingham Trent University.

- Organised 'Dialogue', a postgraduate research conference at Nottingham Trent University in June 2008.

EMPLOYMENT HISTORY

Research and teaching

August 2012 to present: **Assistant Professor of English Literature**, **Presidency University** (erstwhile Presidency College), **Kolkata.** Responsibilities include teaching undergraduates and postgraduates a wide-range of topics in Digital Humanities, Classical Literature, Early Modern Literature, Romanticism, Modern Literature, Games and Literature and Literary Theory. Also served as coordinator of the postgraduate degree for English as well as a member of the departmental examination committee until Jan 2014.

Started the first Digital Humanities gen-ed course for undergraduates (from all disciplines) in the region.

Convener of the Presidency University Website Committee: involved in the re-development and maintenance of the Presidency University website.

Member, Presidency University IT Committee.

Teacher-in-charge, Presidency University Literary Society.

April 2012 to August 2012: **Assistant Professor of English Literature**, **Shiv Nadar University,** Greater Noida, Uttar Pradesh. Responsibilities included full undergraduate and postgraduate course design, setting up the new English department and designing the departmental website.

October 2011 to April 2012: Research Associate in the 'Language, Emotion and Culture' project at Indian Institute of Technology (IIT), Delhi

March 2011 to June 2011: Sessional Lecturer in English Literary Studies, Nottingham Trent University, UK. Teaching critical theory to first-year undergraduate students of English Literature. This module involved a wide range of introductory discussions of liberal humanism, Marxism, psychoanalysis, structuralism, post-structuralism, post-colonialism and ecocriticism.

February 2011 to July 2011: Impact Research Fellow, De Montfort University, Leicester, UK. Postdoctoral research position involving the analysis of the impact of digital media (particularly social networking tools such as Facebook, Twitter etc) and transliteracy in enhancing business opportunities in the city of Leicester, UK.

November 2009 to June 2010: 'Champion of Academic Enterprise', Nottingham Trent University. Responsibilities involved **designing an interdisciplinary Master's degree course on videogame design and digital humanities** that would connect with the local game design industry and generate third-stream income.

October 2006 to June 2008: Sessional Lecturer in English Literary Studies, Nottingham Trent University, UK: Teaching on the 'Introduction to English Literature' module. This involved introducing students to a wide range of key texts, from Beowulf to modern English prose and poetry. The second half of the module involved teaching literary theory.

December 2005 to July 2006: Level 2 scheme and AimHigher scheme, Progression Partnerships, Nottingham Trent University: Working with Year Eight to Year Eleven school students assisting them in their lessons and with special projects. This involved assisting the English departments of Fairham Community College, Clifton and Elliot Durham School, Nottingham.

December 2002 to September 2004: Faculty at George Edcare Institute: Specialized in coaching and counselling students for international competitive examinations like GRE , GMAT, SAT . TOEFL and IELTS. Taught mainly verbal , grammatical and lexical skills in English as well as critical reasoning for GMAT.

January 2004 to March 2004: Faculty member at American Institute for Indian Studies, Calcutta: Taught Bengali to research students from the USA. Also led sponsored excursions to familiarise US students with Indian culture and heritage.

Other academic employment

June 2009 to March 2011: **Technology Learning Development Adviser**, Nottingham Trent University. Advising and training academic staff on e-learning best practices, on the use of the university's virtual learning environment (powered by Desire2Learn) and in using web 2.0 software for learning and teaching.

January 2008 to August 2012: **Project manager for *Theory, Culture & Society* journal's website** and online presence. The TCS website carries articles, podcasts and interviews that supplement the printed journal.

April 2008 to December 2008: Learning Technology Assistant for the Educational Development Unit, Nottingham Trent University. Experienced in **maintenance and administration of the university's virtual learning environment** and also in **advising academic staff on e-learning.**

January 2007 to January 2009: **Editorial assistant**, *Writing Technologies*, online peer-reviewed journal on Digital Humanities.

October 2006 to December 2006: **Research assistant**, developing Nottingham Trent University's English department's use of e-learning and web 2.0 tools.

August 2006 to September 2006: **Editorial assistant**, Ronald Blythe's *A Writer's Day-Book* project under the supervision of Professor John Goodridge of Nottingham Trent University.

August 2006 to August 2007: Research assistant, **designing the Robert Bloomfield and Thomas Chatterton research websites** for the English Subject Centre, London. This project was supervised by Professor John Goodridge of Nottingham Trent University.

July 2006 to August 2006: Research assistant in the **digitalisation of the Robert Southey Archive**, Nottingham Trent University. Responsibilities involved digitisation of Southey's letters using OCR software.

January 2006 to June 2006: Research assistant in the **Ray Gosling Archive**, Nottingham Trent University. Listing and sorting archival material belonging to one of England's important documentary makers from the '60s with a view to creating an online archive.

March 2006 to April 2006: Part-time employment as **Bengali translator** for Hispana Language Services, Nottingham.

December 2003 to March 2004: **Project Assistant researching the reach of videogames** in Indian cybercafes, UGC Centre for Excellence Programme, Jadavpur University, Calcutta.

July 2002 to September 2004: **Librarian at Centre for Studies in Romantic Literature**, Calcutta.

Non-academic employment

June 2007 to October 2007: Part-time employment as administrative assistant for the **International Development Office, Nottingham Trent University, UK**

May 2005 to September 2005: **Content writer for e-learning software** at Tata Interactive Systems, India.

September 2004 to May 2005: Senior Officer, **Corporate Communications** in Exide Industries Limited, India.

PROFESSIONAL DEVELOPMENT

Conducted workshop on Qualitative Data Analysis using MaxQDA at the Indian Institute of Technology, Delhi. The workshop was aimed at teaching researchers how to use software for qualitative data analysis.

Certificate in 'Introduction to Learning and Teaching in Higher Education', Nottingham Trent University. This course covered higher education teaching techniques and was geared towards fresh lecturers. Some of the key areas focused on were classroom teaching, assessment design and lecture planning.

Diploma in Research Practice, **Nottingham Trent University**: This course entailed training in writing research work, engaging with and developing research methodologies, conference organisation and examined coursework on reviewing texts and presenting original research.

Course on Documentation and Bibliography, Jadavpur University: This course involved an introduction to the processes of editing manuscripts and printed texts, preparing databases, bibliographies, concordances, indexes and other reference tools for cultural and textual studies.

IT Skills : Versatile knowledge of software. Expert user of Microsoft Windows and Office. Proficient in using photo-editing, web-designing, video-editing and audio software. Experience in using data-analysis and statistical packages such as SPSS and qualitative data analysis programs such as Max QDA 10. Expert user and administrator of VLE software (such as Desire2Learn and Moodle), Microsoft SQL Studio and Web 2.0 applications for learning and teaching. Preliminary knowledge of game design software.

Languages: English (Fluent), Bengali (Fluent), German (Fluent, *Mittelstufe* from Goethe-Insitut), Hindi (Fluent) and Latin (Basic).

Related Professional Experience

- International Student Ambassador, Nottingham Trent University (2006-07)

- Student Representative for the Arts, Humanities and Education research students in Nottingham Trent University (2006-2008)

- Elected journal representative by the Jadavpur University Student's Union.

- Regular columnist on videogames for *The Times of India – Kolkata edition.* Worked as a freelance journalist in the Indian English dailies such as *The Indian Express, The Statesman* and *The Hindustan Times*. Also published poetry in leading English journals in India