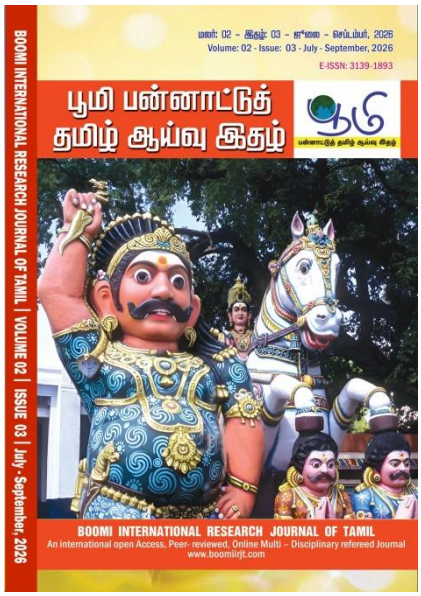
Technology and Modernity in Kambaramayanam
கம்பராமாயணத்தில் தொழில் நுட்பமும் நவீனமும்



Published Article No: BIRJT260122
© 2026 by *Boomi International Research Journal of Tamil*
Volume-2, Issue-3
Year of Publication: 2026
E - ISSN: 3139 -1893
Published: 29.09.2026

Citation:
Mrs.P.Pathirakali, "Technology and Modernity in Kambaramayanam" *Boomi International Research Journal of Tamil, Vol.2, Issue. 3, Sep.*2026, pp.124-129.

AUTHOR BIOGRAPHIES

Mrs.P.Pathirakali
Assistant Professor, School of Liberal Arts and Humanities, Sri Krishna Knowledge Foundation Deemed to be University, Coimbatore, Tamil Nadu, Email: pathirakalip@skasc.ac.in Orcid ID : https://orcid.org/0009-0004-5666-0363

திருமதி பா. பத்ரகாளி
உதவிப்பேராசிரியர், School of Liberal Arts and Humanities, Sri Krishna Knowledge Foundation Deemed to be University, Coimbatore, Tamil Nadu.

Corresponding Email: pathirakalip@skasc.ac.in
Mobile No: 97900 34237

Abstract

Kambaramayanam is one of the greatest epics that conveys to the world the ethical principles and ideals of how a human being should live. The epic contains various elements of technological

imagination. One such instance can be seen in Ravana's strategy to abduct Sita, in which he instructs Maricha to transform himself into the form of a magical deer. This can be compared with the graphics and visual effects techniques used in modern technology. Similarly, Ravana's chariot, which could fly through the sky, may be considered an early literary imagination of the modern aircraft (aeroplane). The various magical techniques employed by Indrajit during the battles are also comparable, in certain ways, to modern technologies such as computer graphics and Artificial Intelligence. Likewise, several other technological ideas found in Kambaramayanam can be related to modern technological developments. Thus, this article attempts to explore various technological elements represented in Kambaramayanam and examine them in relation to their corresponding modern concepts and developments.

Keywords: Kambaramayanam, Kambar, Technology.

Bibliography

1. Gnanasambandan, A. S. (Ed.), *Kamba Ramayanam*, New Century Book House (P) Ltd., Chennai, 2012.

2. Website, https://www.techtarget.com/whatis/definition/virtual-reality