

Angry Brides' Takes on India's Dowry Culture - QUESTIONS correction

① Introduce the document briefly

This document is a Press article entitled 'Angry Brides' takes on India's Dowry Culture'. It was written by an Indian journalist called Diksha Sahni and it was published on June 17th 2013 in the Indian newspaper 'India Real Time'. It deals with a new online game called 'Angry Brides' modeled on the famous game 'angry birds'.

② Sum up in a few words what "Angry Brides" is. What does it aim to?

'Angry Brides' aims to sensitize people to the delicate issue of the dowry tradition in India / to raise awareness against dowry harassment, which is quite widespread in India although it was outlawed in 1961 (more than 50 years ago).

③ Read the text, look at the pictures and answer the following questions

-Describe the 'angry bride' in the game. What is special about her? Who was she inspired from? Can you guess why? The angry bride of the game is a long dark-haired woman dressed in red. She looks angry/crossed and has eight arms. She was inspired from /resembles /reminds the powerful female Hindu goddess Durga meaning "the inaccessible" or "the invincible". Another meaning of "Durga" is "Durgatinashini," which literally translates into "the one who eliminates sufferings." Durga is thus believed to protect her devotees from the evils of the world and at the same time removes their miseries. It is quite symbolic(al) as the angry brides seems to protect all Indian women from the evil of the dowry.

-Give examples of household objects used to hit the prospective grooms. In her hands, the angry bride is holding different household items (such as a frying pan, a saucepan, a skimmer (une écumoire), a rolling-pin (un rouleau à pâtisserie)), shoes (flip flops), stiletto heels, food (tomatoes...). In *Angry Brides*, players target grooms who demand a large dowry. Each hit lowers the amount demanded and if the player manages to bring the dowry to zero, they can proceed to the next level.

④ Right or Wrong? Justify quoting from the text.

a. The game was created by an association for the legal Rights of Indian women. **WRONG** - (I14,15) "shaadi.com , a popular website that helps individuals and their families find a suitable partner" = it was launched by the matchmaking site 'Shaadi.com'.

b. The money earned by the sales of the game is given to an anti-dowry fund in India. **WRONG** - (I12) "each hit gives the player a score, which adds up in the anti-dowry fund" = it is just a game and the anti-dowry fund in virtual!

c. Nearly half of the Indian males expect to have a dowry when they get married. **RIGHT** - (I16,17) "47% of men interviewed expected gifts from the bride's family"

d. Doctors, engineers and pilots are usually the greediest as far as dowry is concerned. **WRONG** - (I21,22 " the three professions featured in the game are in no way representative of dowry trends in India (...)It's only symbolic"

e. Dowry is illegal in India. **RIGHT** - (I24 "Five decades since dowry was criminalized (...) under the 1961 Dowry Prohibition Act"

⑤ Find out in the text examples of tragic consequences of the Dowry system. Have you heard of other consequences not mentioned in the text? Many women in India are killed or commit suicide if

their family can't afford /meet the dowry. But the dowry also encourages sex-selective abortions or female infanticide.

⑥ Does everybody in India approve of this initiative? Why (not)? Explain. Some people disapprove of the Angry Brides' game. They think that the dowry is a too delicate issue to be tackled in a fun way. For them, the game trivializes / plays down an important and crucial question.

⑦ What is your opinion on the subject. Do you think this "innovative and fun way" to tackle the problem of the dowry can be efficient? Can you think of different actions to sensitize people to this delicate issue?

As for me...

Different actions to sensitize people: demonstrations / awareness campaigns (ads/commercials/ leaflets/national poster competition/Planner with slogans/calendars ...) / Educational programs at school / seminars and conferences/ discussion forums / TV shows-talk shows /theatre performances / signature campaigns /workshops...