

Cyberpunk Red Core

Anna McFarlane,Lars Schmeink,Graham Murphy

The Routledge Companion to Cyberpunk Culture Anna McFarlane,Lars Schmeink,Graham Murphy,2019-11-28 In this companion, an international range of contributors examine the cultural formation of cyberpunk from micro-level analyses of example texts to macro-level debates of movements, providing readers with snapshots of cyberpunk culture and also cyberpunk as culture. With technology seamlessly integrated into our lives and our selves, and social systems veering towards globalization and corporatization, cyberpunk has become a ubiquitous cultural formation that dominates our twenty-first century techno-digital landscapes. The Routledge Companion to Cyberpunk Culture traces cyberpunk through its historical developments as a literary science fiction form to its spread into other media such as comics, film, television, and video games. Moreover, seeing cyberpunk as a general cultural practice, the Companion provides insights into photography, music, fashion, and activism. Cyberpunk, as the chapters presented here argue, is integrated with other critical theoretical tenets of our times, such as posthumanism, the Anthropocene, animality, and empire. And lastly, cyberpunk is a vehicle that lends itself to the rise of new futurisms, occupying a variety of positions in our regionally diverse reality and thus linking, as much as differentiating, our perspectives on a globalized technoscientific world. With original entries that engage cyberpunk's diverse 'angles' and its proliferation in our life worlds, this critical reference will be of significant interest to humanities students and scholars of media, cultural studies, literature, and beyond.

Digital Business Models Adam Jabłoński,Marek Jabłoński,2020-10-11 By presenting the conditions, methods and techniques of monetisation of business models in the digital economy, this book combines implementation of the theoretical aspects of monetisation with the presentation of practical business solutions in this field. The scope of the book includes the relationship between the monetisation and scalability degree of business models. The book describes the place and role of the digital business ecosystem in the process of digital transformation. It demonstrates ideological and functional conditions for the use of the concept of sharing to design innovative business models while also presenting a multi-dimensional approach to the use of Big Data and their monetisation in the context of business models. Digital Business Models shows the place and role of ecological and social factors in building digital business models that are part of the concept of the circular economy and presents the contemporary conditions of a sustainability concept that meets the ethical challenges of doing digital business. It demonstrates how important the social factors of business model design and the creation of social value

are in modern business and demonstrates. The book explores the servitisation of digital business models using digital technologies and features case studies on the effective solutions of business models that use servitisation as a factor supporting the monetisation of business models. Written for scholars exploring the efficiency and effectiveness of business models related to contemporary concepts – Sharing Economy, Circular Economy, Network Economy, Big Data, so on – and those designing business models taking into account social aspects, it will also be of direct interest to entrepreneurship courses.

Contingency and Plasticity in Everyday Technologies , Natasha Lushetich,Iain Campbell,Dominic Smith,2022-11-23 Technology is a host of social, material, and epistemic transformation techniques, tools, and methods. The common perception of digital technology today is that it is determined, even over-determined. This volume suggests a different view: the digital is indeterminate. Mobilising insights from philosophy, art and architecture theory, mathematics, computer science and anthropology, it situates digital indeterminacy within the wider context of material and immaterial processes, causations, triggerings, and their performative working. The book's tripartite structure reflects technology's inherent capacity to transform knowledges, practices, and time. Part I: Social-Digital Technologies juxtaposes arguments for machinic indeterminacy to those of overdetermination in blockchain, cognitive augmentation, and digital ideology. Part II: Spatial, Temporal, Aural and Visual Technologies delves deeper into received ideas about technologies for building spatial structures, manufacturing instruments and constructing the visual space. Part III: Epistemic Technologies analyses the use of plasticity in cognitive science, contingency in thinking habits, ontogenesis in experimental computing, and divination techniques with an inbuilt margin of indeterminacy. List of contributors: Franco 'Bifo' Berardi, Iain Campbell, Stephen Darren Dougherty, Aden Evens, Oswaldo Emiddio Vasquez Hadjilyra, Stavros Kousoulas, Natasha Lushetich, Peteer Mürsepp, Luciana Parisi, Andrej Radman, Alesha Serada, Dominic Smith, Sha Xin Wei, Joel White, Ashley Woodward, and David Zeitlyn.

Cyberpunk Red Data Screen ,2021-03-12

The New Routledge Companion to Science Fiction Mark Bould,Andrew M. Butler,Sherryl Vint,2024-06-13 The New Routledge Companion to Science Fiction provides an overview of the study of science fiction across multiple academic fields. It offers a new conceptualisation of the field today, marking the significant changes that have taken place in sf studies over the past 15 years. Building on the pioneering research in the first edition, the collection reorganises historical coverage of the genre to emphasise new geographical areas of cultural production and the growing importance of media beyond print. It also updates and expands the range of frameworks that are relevant to the study of science fiction. The periodisation has been reframed to include new chapters focusing on science fiction produced outside the Anglophone context, including South Asian, Latin American, Chinese and African diasporic science fiction. The contributors use both well- established critical and theoretical approaches and embrace a range of new ones, including biopolitics, climate crisis, critical ethnic studies,

disability studies, energy humanities, game studies, medical humanities, new materialisms and sonic studies. This book is an invaluable resource for students and established scholars seeking to understand the vast range of engagements with science fiction in scholarship today. Chapter 39 of this book is freely available as a downloadable Open Access PDF at <http://www.taylorfrancis.com> under a Creative Commons [Attribution-Non Commercial-No Derivatives (CC-BY-NC-ND)] 4.0 license.

Cyberpunk Red : Black Chrome ,2023

NetGames 2 Michael Wolff,1996 Covers more than 4,000 games and more than 100 MUDs, MUSHes, and MOOs.

Science Fact and Science Fiction Brian Stableford,2006-09-06 Science fiction is a literary genre based on scientific speculation. Works of science fiction use the ideas and the vocabulary of all sciences to create valid narratives that explore the future effects of science on events and human beings. Science Fact and Science Fiction examines in one volume how science has propelled science-fiction and, to a lesser extent, how science fiction has influenced the sciences. Although coverage will discuss the science behind the fiction from the Classical Age to the present, focus is naturally on the 19th century to the present, when the Industrial Revolution and spectacular progress in science and technology triggered an influx of science-fiction works speculating on the future. As scientific developments alter expectations for the future, the literature absorbs, uses, and adapts such contextual visions. The goal of the Encyclopedia is not to present a catalog of sciences and their application in literary fiction, but rather to study the ongoing flow and counterflow of influences, including how fictional representations of science affect how we view its practice and disciplines. Although the main focus is on literature, other forms of science fiction, including film and video games, are explored and, because science is an international matter, works from non-English speaking countries are discussed as needed.

Beta Red R. Scott Uhls,2021-06 A tabletop roleplaying game book core rulebook consisting of the complete rules to play the Beta Red roleplaying game

Thinking Otherwise David J. Gunkel,2007 Thinking Otherwise is a unique and revealing look at the philosophical dimensions of information and communication technology (ICT). Among thinkers, the importance of what transpires within the virtual world is the effect these activities have on real human beings who exist outside of and beyond the computer-generated virtual environment. Obviously, the result of ICT interactions can lead to good or bad outcomes. Gunkel, however, is not concerned about deciding which argument is more compelling, but how these arguments are organised, articulated and configured. This approach entails challenging, criticizing and even changing the terms and conditions of the discourse itself. For example, the binary nature of computer logic tends to colour debate about subsequent issues by portraying each side as the antithesis of the other. That is, the switch is turned on or off. Thinking Otherwise investigates the unique quandaries, complications and possibilities introduced by a form of otherness that veils, through technology, the identity of

the Other. Therefore, Gunkel formulates alternative ways of proceeding to take into account additional forms of otherness. Gunkel submits traditional forms of philosophical reasoning to a critical reevaluation caused by opportunities made available with information technology and also develops alternative ways of thinking that are oriented otherwise.

Cyberpunk Red Mike Pondsmith, 2022

The Matrix Trilogy - Reality Vs. Illusion Karsten Keuchler, 2010-11 Seminar paper from the year 2007 in the subject American Studies - Miscellaneous, grade: 1,0, University of Dortmund, course: Digital Cultures and Cyberspace, language: English, abstract: According to the Simulation Hypothesis, what we perceive as reality is actually just a simulation. However, this artificial reality cannot be distinguished from the actual reality so that all those caught in the simulation are not aware of it. Eventually, the Wachowski brothers picked up this idea in order to produce the Matrix trilogy, a cyberpunk story which may have led to more controversial discussions than any other movie in recent cinema history. The story is set in the near future and starts out with Neo, a computer hacker, being contacted by some underground rebels. Their leader Morpheus considers him to be some promised Christ-like savior, the chosen one to free the human race and reestablish peace between the machines and mankind. He introduces Neo to what he knows about reality. ...] But Neo did have a choice whether he really wanted to know the truth about the world he was living in. Morpheus offered him two options, namely a blue and a red pill: You take the blue pill and the story ends. You wake up in your bed and believe whatever you want to believe, he explained to Neo. In allusion to Alice in Wonderland, he would otherwise show him] how deep the rabbit hole goes. Although Morpheus insists he cannot offer anything but the truth, Neo's decision in favour of the red pill is clear rather soon. This scene right at the beginning of the trilogy is also when everybody in front of the screens starts to wonder what he or she would have opted for. Even in the further course of the movie, when it is known that people just are slaves to the machines and living in a simulation, this question remains, to some extent. What advantages does it have to stick to the system and, on the other hand, what is wrong with living in such a simulated reality as presented in the Matri

PC Gamer, 2007

Cyberpunk Red Mike Pondsmith, 2020

Understanding Hypermedia Bob Cotton, Richard Oliver, 1993 Hypermedia is computer software that combines video, graphics, music and text and can be viewed on an ordinary television set. This book attempts to demystify this complex subject, providing a technical directory, a glossary of terms, and an explanation of the types of hardware available.

Contemporary, 2003

Utopian Studies, 1993

MLA International Bibliography of Books and Articles on the Modern Languages and Literatures, 1990

William Burroughs Barry Miles, 2002 Originally published: London: Virgin, 1992.

Decoding **Cyberpunk Red Core** : Revealing the Captivating Potential of Verbal Expression

In a time characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Cyberpunk Red Core** ," a mesmerizing literary creation penned by way of a celebrated wordsmith, readers set about an enlightening odyssey, unraveling the intricate significance of language and its enduring impact on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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Cyberpunk Red Core Introduction

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