Cyberpunk is more than a movement, even though its prime theorist, Bruce Sterling, consistently refers to it as the Movement. There are exceptional links between cyberpunk and other crucial building blocks of the twentieth century. First, it is possible to analyze cyberpunk in the light of the contemporary political and socio-cultural scene. Second, the generic structure of cyberpunk can be traced to SF examining thematic and technical aspects. Third, cyberpunk can also be studied as a postmodern phenomenon. First, cyberpunk is the offspring of the contemporary socio-cultural milieu. Culminating after the threat of nuclear energy, the increasing techno-phobia now hovers upon less obviously destructive innovations, such as micro-electronics, and genetic engineering. Such fears are addressed in cyberpunk. The dystopian image presented in Gibson’s world is symptomatic of the paranoia that lurks at the heart of the twentieth century of the sociopolitical reality of the
This paranoia outstretches techno-phobia. It involves fear of secret agency and global conspiracy. Indeed, conspiracy schemes. Cyberpunk nothing from political assassination to worldwide Gibson’s provides in-depth analysis of contemporary paranoia nightmare of a multinational corporations are the materialization of the politically abused globalization presentation of mighty megacorporations tackles Moreover, Gibson’s a world economy exploited by a capitalism the economic disaster of This addresses the contemporary fear of that went out of control economic system that has not by any means relying heavily on a single stood the test of time also epitomizes contemporary cultural reality. The Cyberpunk consumerism with world economy, the rise of rock and intertwining of realms of marginalized subculture, and the roll from the culture are issues fundamental to technologization of popular issues are profoundly expounded contemporary global cultural. These by cyberpunk directly related to SF through the futuristic Second, cyberpunk is the extrapolation of hardcore scientific facts. backDROP of its plot and into broadly distinct ”waves.” These are stages SF is generally divided that alter the thematic and technical structures of literary development given period. Mostly, these waves alternate between of SF written in a interpolation, hard and soft SF. The alternation extrapolation and degree of dependency on scientific facts as opposed usually involves a non-scientific imagination. Such oscillation, if ,to purely literary of the contention between the factual and the anything, is indicative inherent in the human perception of life, with its virtual; a conflict body, spirit and matter, the tangible and the dualism of mind and not abstract. Cyberpunk does
It merely react to any particular previous phase, or "wave", of SF also might bear some direct affinities of one phase stylistically, but it that exhibits thematic traces related to a different phase. This shows cyberpunk is SF’s answer to the contention. It carries within its thematic and technical structure the seeds of both aspects of contemporary reality, the factual and the virtual. A case in point is cyberspace. On the one hand, it extrapolates the rigid scientific actuality of cybernetics and fiber optics. On the other hand, it opens through virtual reality unprecedented dimensions for human imagination through an entire existence alternative to our physical reality. Thus, cyberpunk embraces both the factual and the virtual rather than react in favour of one of them.

Invariably related to postmodernism, the driving force of contemporary thought. Frederic Jameson, one of the founding figures of postmodern theory, stipulated that cyberpunk is the figures of postmodern postmodern aesthetic. Indeed, postmodernism crystallization of the very core of their existence. and cyberpunk deeply share metanarratives as despotic Postmodernism advocates outgrowing elimination of critical imposition of Modernism. This entails the lowbrow culture. boundaries between modernist highbrow and subculture of Cyberpunk thrives on this notion. It demarginalises the by linking it to punk and reinstates it at the heart of canonical thought.

New awareness of spatial Furthermore, postmodernism propagates a Cyberspace figures out as power as opposed to temporal dominance disembodiment of human the manifestation of the spatial element. The measure of control over consciousness in cyberspace denies time any human consciousness the body. Moreover, postmodernism redirects This involves a new .into the realm of the Other, redefining the Self
basic shift, as attitude towards the body. Cyberpunk epitomizes such reality on the human body, the idea behind cyborgs reinscribes contemporary reality on the human body. Finally, cyberpunk is more than a single literary movement associated with particular reactionary elements. It is more of an inevitable evolution that stems from the global socio-cultural context of the late twentieth century. It is influenced by the past in its interest in the metamorphosing human consciousness, humankind can go, but in both cases, aspiration to foresee how far contemporary reality cyberpunk lurks at the heart of...