

from the mouth of the Yangtze River, northwest of Shanghai. At age 4, Nell receives a stolen copy of an interactive book, Young Lady's Illustrated Primer: a Propaedeutic Enchiridion in which is told the tale of Princess Nell and her various friends, kin, associates, .

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 23. Chapters: Neuromancer, Pattern Recognition, Spook Country, The Difference Engine, Count Zero, All Tomorrow's Parties, Virtual Light, Idoru, Bridge trilogy, Mona Lisa Overdrive, Zero History. Excerpt: Pattern Recognition is a novel by science fiction writer William Gibson published in 2003. Set in August and September 2002, the story follows Cayce Pollard, a 32-year-old marketing consultant who has a psychological sensitivity to corporate symbols. The action takes place in London, Tokyo, and Moscow as Cayce judges the effectiveness of a proposed corporate symbol and is hired to seek the creators of film clips anonymously posted to the internet. The novel's central theme involves the examination of the human desire to detect patterns or meaning and the risks of finding patterns in meaningless data. Other themes include methods of interpretation of history, cultural familiarity with brand names, and tensions between art and commercialization. The September 11, 2001 attacks are used as a motif representing the transition to the new century. Critics identify influences in Pattern Recognition from Thomas Pynchon's postmodern detective story The Crying of Lot 49. Pattern Recognition is Gibson's eighth novel and his first one to be set in the contemporary world. Like his previous work, it has been classified as a science fiction and postmodern novel, with the action unfolding along a thriller plot line. Critics approved of the writing but found the plot unoriginal and some of the language distracting. The book peaked at number four on the New York Times Best Seller list, was nominated for the 2003 British Science Fiction Association Award, and was shortlisted for the 2004 Arthur C. Clarke Award and Locus Awards. Before writing Pattern Recognition, the author, William Gibson, published seven novels...

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 77. Chapters: Cyberpunk novels, Cyberpunk writers, Steampunk literature, Neal Stephenson, Neuromancer, William Gibson, The Diamond Age, Bruce Sterling, The Shockwave Rider, Snow Crash, Pat Cadigan, Labyrinth of Reflections, Cory Doctorow, Istvan Cs. Bartos, False Mirrors, Islands in the Net, Count Zero, Charles Stross, All Tomorrow's Parties, John Shirley, He, She and It, Skinner's Room, Rudy Rucker, Ware Tetralogy, Babylon Babies, When Gravity Fails, Virtual Light, Idoru, Hinterlands, Johnny Mnemonic, Lewis Shiner, Red Star, Winter Orbit, Dr. Adder, The Winter Market, Burning Chrome, Mona Lisa Overdrive, Shikari in Galveston, Steampunk Magazine, Wetware, Fran Ilich, Richard Kadrey, The Gernsback Continuum, Manna, Bruce Bethke, Futureland, Software, Transparent Stained-Glass Windows, True Names, New Rose Hotel, Budayeen Nights, The Exile Kiss, Signal to Noise, A Fire in the Sun, The Belonging Kind, Gaslight Grimoire, Tea from an Empty Cup, Dreaming Metal, Tom Maddox, Breakpoint, Ambient, Polymorph, Dogfight, Mindplayers, Night Sky Mine, Eclipse Trilogy, Voice of the Whirlwind, Lisa Mason, Fragments of a Hologram Rose, Mirrorshades, Jeu Azarru, Trouble and Her Friends, A Signal Shattered, The Enclaves. Excerpt: William Ford Gibson (born March 17, 1948) is an American-Canadian speculative fiction novelist who has been called the "noir prophet" of the cyberpunk subgenre. Gibson coined the term "cyberspace" in his short story "Burning Chrome" (1982) and later popularized the concept in his debut novel, Neuromancer (1984). In envisaging cyberspace, Gibson created an iconography for the information age before the ubiquity of the Internet in the 1990s. He is also credited with predicting the rise of reality television and with establishing the conceptual foundations for the rapid growth of virtual environments such as video games and...

William Gibson is frequently described as one of the most influential writers of the past few decades, yet his body of work has only been studied partially and without full recognition of its implications for literature and culture beyond science fiction. It is high time for a book that explores the significance and wide-ranging impact of Gibson's fiction. In the 1970s and 80s, Gibson, the "Godfather of Cyberpunk," rejuvenated science fiction. In groundbreaking works such as Neuromancer, which changed science fiction as we knew it, Gibson provided us with a language and imaginary through which it became possible to make sense of the newly emerging world of globalization and the digital and media age. Ever since, Gibson's reformulation of science fiction has provided us not just with radically innovative visions of the future but indeed with trenchant analyses of our historical present and of the emergence and exhaustion of possible futures. Contributors: Maria Alberto, Andrew M. Butler, Amy J. Elias, Christian Haines, Kylie Korsnack, Mathias Nilges, Malka Older, Aron Pease, Lisa Swanstrom, Takayuki Tatsumi, Sherryl Vint, Phillip E. Wegner, Roger Whitson, Charles Yu

Surveying the vast expanse of politically-charged science fiction, this book posits that the defining dilemma for these tales rests in whether identity and meaning germinate from progressive linear changes or progress, or from a continuous return to primitive realities of war, death and the competition for survival.

Winner of the Hugo, Nebula, and Philip K. Dick Awards, Neuromancer is a science fiction masterpiece—a classic that ranks as one of the twentieth century's most potent visions of the future. Case was the sharpest data-thief in the matrix—until he crossed the wrong people and they crippled his nervous system, banishing him from cyberspace. Now a mysterious new employer has recruited him for a last-chance run at an unthinkable powerful artificial intelligence. With a dead man riding shotgun and Molly, a mirror-eyed street-samurai, to watch his back, Case is ready for the adventure that upped the ante on an entire genre of fiction. Neuromancer was the first fully-realized glimpse of humankind's digital future—a shocking vision that has challenged our assumptions about technology and ourselves, reinvented the way we speak and think, and forever altered the landscape of our imaginations.

Analyzes utopian and dystopian political systems through works of fantastic literature.

DIVThis is the first collection of queer criticism on the history of the novel. Eve Sedgwick has brought together contributors to navigate this new territory through discussions of a

wide range of British, French, and American novels--including canonical/div

As the gap between science fiction and science fact has narrowed, films that were intended as pure fantasy at the time of their premier have taken on deeper meaning. This volume explores neuroscience in science fiction films, focusing on neuroscience and psychiatry as running themes in SF and finding correlations between turning points in "neuroscience fiction" and advances in the scientific field. The films covered include *The Strange Case of Dr. Jekyll and Mr. Hyde*, *The Island of Dr. Moreau*, *Robocop*, *The Stepford Wives*, *The Mind Snatchers* and iconic franchises like *Terminator*, *Ironman* and *Planet of the Apes*. Examining the parallel histories of psychiatry, neuroscience and cinema, this book shows how science fiction films offer insightful commentary on the scientific and philosophical developments of their times.

Best-known for his seminal sf novel *Neuromancer*, William Gibson is actually best when writing short fiction. Tautly-written and suspenseful, *Burning Chrome* collects 10 of his best short stories with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely-realized worlds at his absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome."

"The best novel William Gibson has ever written about the world we're entering daily. *Neuromancer* made Gibson famous; *Idoru* cements that fame."—The Washington Post
Book World 21st century Tokyo, after the millennial quake. Neon rain. Light everywhere blowing under any door you might try to close. Where the New Buildings, the largest in the world, erect themselves unaided, their slow rippling movements like the contractions of a sea-creature... Colin Laney is here looking for work. He is an intuitive fisher for patterns of information, the "signature" an individual creates simply by going about the business of living. But Laney knows how to sift for the dangerous bits. Which makes him useful—to certain people. Chia McKenzie is here on a rescue mission. She's fourteen. Her idol is the singer Rez, of the band Lo/Rez. When the Seattle chapter of the Lo/Rez fan club decided that he might be in trouble in Tokyo, they sent Chia to check it out. Rei Toei is the idoru—the beautiful, entirely virtual media star adored by all Japan. Rez has declared that he will marry her. This is the rumor that has brought Chia to Tokyo. True or not, the idoru and the powerful interests surrounding her are enough to put all their lives in danger...

"One of the most visionary...and quietly influential writers currently working" (Boston Globe) returns with a sequel to *The Peripheral* that is heavily influenced by current events. William Gibson, author of the cyberpunk classic, *Neuromancer* (1984), is one today's most widely read science fiction writers. This companion is meant both for general readers and for scholars interested in Gibson's oeuvre. In addition to providing a literary and cultural context for works ranging from Gibson's first short story, "Fragments of a Hologram Rose" (1977), to his recent, bestselling novel, *Zero History* (2010), the companion offers commentary on Gibson's subjects, themes, and approaches. It also surveys existing scholarship on Gibson's work in an accessible way and provides an extensive bibliography to facilitate further study of William Gibson's writing, influence, and place in the history of science fiction and in literature as a whole.

Neuromancer Penguin

Spook Country - a gripping spy thriller by William Gibson, bestselling author of *Neuromancer* What happens when old spies come out to play one last game? In New York a young Cuban called Tito is passing iPods to a mysterious old man. Such activities do not go unnoticed, however, in these early days of the War on Terror and across the city an ex-military man named Brown is tracking Tito's movements. Meanwhile in LA, journalist Hollis Henry is on the trail of Bobby Chombo, who appears to know too much about military systems for his own good. With Bobby missing and the trail cold, Hollis digs deeper and is drawn into the final moves of a chilling game played out by men with old scores to settle . . . 'A cool, sophisticated thriller' Financial Times 'Among our most fascinating novelists ... unmissable' Daily Telegraph 'I'd call the book brilliant and original if only I were certain I understood it' Literary Review 'Superb, brilliant. A compulsive and deeply intelligent literary thriller' New Statesman 'A neat, up-to-the-minute spy thriller' Metro William Gibson is a prophet and a satirist, a black comedian and an outstanding architect of cool. Readers of Neal Stephenson, Ray Bradbury and Iain M. Banks will love this book. *Spook Country* is the second novel in the Blue Ant trilogy - read *Pattern Recognition* and *Zero History* for more. William Gibson's first novel *Neuromancer* sold more than six million copies worldwide. *Count Zero* and *Mona Lisa Overdrive* completed his first trilogy. He has since written six further novels, moving gradually away from science fiction and futuristic work, instead writing about the strange contemporary world we inhabit. His most recent novels include *Pattern Recognition*, *Spook Country* and *Zero History*, his non-fiction collection. *Distrust That Particular Flavor*, compiles assorted writings and journalism from across his career.

The leading figure in the development of cyberpunk, William Gibson (born in 1948) crafted works in which isolated humans explored near-future worlds of ubiquitous and intrusive computer technology and cybernetics. This volume is the first comprehensive examination of the award-winning author of the seminal novel *Neuromancer* (and the other books in the *Sprawl* trilogy, *Count Zero* and *Mona Lisa Overdrive*), as well as other acclaimed novels including recent bestsellers *Pattern Recognition*, *Spook Country*, and *Zero History*. Renowned scholar Gary Westfahl draws upon extensive research to provide a compelling account of Gibson's writing career and his lasting influence in the science fiction world. Delving into numerous science fiction fanzines that the young Gibson contributed to and edited, Westfahl delivers new information about his childhood and adolescence. He describes for the first time more than eighty virtually unknown Gibson publications from his early years, including articles, reviews, poems, cartoons, letters, and a collaborative story. The book also documents the poems, articles, and introductions that Gibson has written for various books, and its discussions are enriched by illuminating comments from various print and online interviews. The works that made Gibson famous are also featured, as Westfahl performs extended analyses of Gibson's ten novels and nineteen short

