Antonin Lesov

COMD 3504

Prof. Lange

May 12, 2020
 Works citied

Murphy, Schmenk. " *Cyberpunk and Visual Cultur*e." 1st Edition, no. 2, 2017,

 Chapter – Electric Light Orchestration

Brown. " *Tokyo Cyberpunk: Posthumanism in Japanese Visual Culture*." From: Science Fiction Film and Television(Vol. 7, Issue 3),

<https://gogalecom.citytech.ezproxy.cuny.edu/ps/i.do?id=GALE%7CA388968060&v=2.1&u=cuny_nytc&it=r&p=AONE&sw=w>

Booker. " *Alternate Americas: Science Fiction Film and American Culture*."  2006,

Maus, Derek C. " *Postmodernism*." 1st Edition, no. 2, 2001,

Butler. " *Postmodernism*." 2001,

 https://ebookcentral.proquest.com/lib/citytech-ebooks/detail.action?docID=3386009

“The Philosophy of System Shock Cyberpunk Megacorporation’s Artificial Intellig”
 https://www.youtube.com/watch?v=BjRwZjLSnaY&t=1523s

Cavallaro. " *Cyberpunk & Cyberculture: Science Fiction and the Work of William Gibson*."  2000.
https://books.google.com/books?id=mZ4cOkg6T-UC&pg=PA11&lpg=PA11&dq=ted+talk+cyberpunk&source=bl&ots=lilNTdDUrK&sig=ACfU3U2-bjUvFi-1wmE\_Zxo0w9oBVYGSjw&hl=en&sa=X&ved=2ahUKEwjagJ2ooK7pAhXFlXIEHZKKD4UQ6AEwCXoECAcQAQ#v=onepage&q=ted%20talk%20cyberpunk&f=false

Brot. " *Cyb7 Classic Sci-Fi Influences on the original The Matrix”*<https://www.syfy.com/syfywire/7-classic-sci-fi-influences-on-the-original-the-matrix>

Lum. " *Ghost in the Shell's urban dreamscapes: behind the moody art of the anime classic”*<https://www.theguardian.com/film/2018/aug/03/ghost-in-the-shells-urban-dreamscapes-behind-the-moody-art-of-the-anime-classic>

Lieblin. " *The Aesthetics of Science Fiction. What does SciFi Look Like After Cyberpunk?”*https://medium.com/adjacent-possible/the-aesthetics-of-science-fiction-what-does-scifi-look-like-after-cyberpunk-ba9f1991e75c

Chu. " *Why the pioneering Japanese anime ‘Akira’ is still relevant 30 years later”*https://www.washingtonpost.com/entertainment/why-the-pioneering-japanese-anime-akira-remains-relevant-30-years-later/2018/07/12/b7577c74-813f-11e8-b851-5319c08f7cee\_story.html