

# 駁電飛行

A Brief Intro to Cyberpunk

版本2.3

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# 教師簡介



## ■ 鬼塚英吉：

- 現任國立清華大學魔人教師
- 開設**科幻概論**、**科幻名作解析**  
與**機器人文化導論**...等三門**重課**
- 兩度獲得學校提名**傑出教學獎**入圍
- 與任職於工業技術研究院創意中心之**鄭運鴻**先生
- 《破報》搨胡椒秘密基地總司令**難攻博士**
- 以及華人科幻文化推手**AITNOG**等四人
- 共同組成**最強軍團**
- 旨在許下一代一個**超日趕美的科技文明**和**燦爛未來**～

**S1m0ne, a star is digitized.**

**Do you know what this means?**

**We have stepped into a new dimension:**

**Our ability to manufacture fraud  
now exceeds our ability to detect it.**

**席夢，一個虛擬偶像誕生了。**

**你知道這代表什麼嗎？**

**我們進入了一個新紀元：**

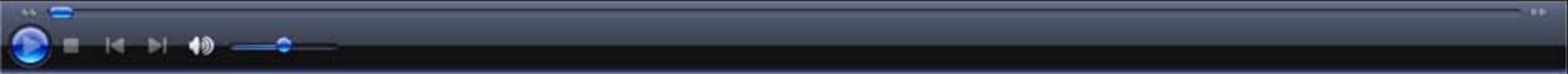
**人類製造假象的能力**

**現在超過了他們洞悉真相的能力**

**-- 《虛擬偶像》 (S1M0NE ; 2002)**

模  
能  
心

Welcome to **CYBERSPACE**



定義

# What is **CYBERPUNK**?

■ **CYBERPUNK** =

■ **CYBERnetic** + **PUNK**

■ **控制學的** + **龐克**

■ **譯名：**

■ **電腦龐克**

■ **電腦叛客**

■ **網路龐克**

■ **賽伯朋克**

■ ...

■ **電 · 駁 · 叛 · 客**



# What is **CYBERPUNK**?

Cybernetics:  
or Control and  
Communication  
in the Animal  
and the Machine  
Norbert Wiener



## ■ **Cybernetics** :

- 研究類似於動物與人類行為之控制系統的科學
- **Cybernetics** 是由 **Norbert Wiener** 於1940年代，根據意為**操縱者**的希臘字根所創
- 雖然目前不少人把這個術語濫用於廣義的電腦領域，但**Cybernetics** 實質上是一門內容廣泛的基礎性學科，包括**訊息論**、**通信理論**和**噪聲理論**，並可把**神經生物學**、**心理學**和**資訊工程**有機地結合起來

——劍橋百科全書



# What is **CYBERPUNK**?

## ■ **PUNK** :

- The punk subculture is a subculture that is based around **punk rock**.
- It emerged from the larger rock music scene in the mid-to-late-1970s in the **United Kingdom, the United States, Canada** and **Australia**.
- Punk culture encompasses distinct styles of **music, ideologies, fashion, visual art, dance, literature, and film**.
- Punk also lays claim to a **lifestyle and community**.



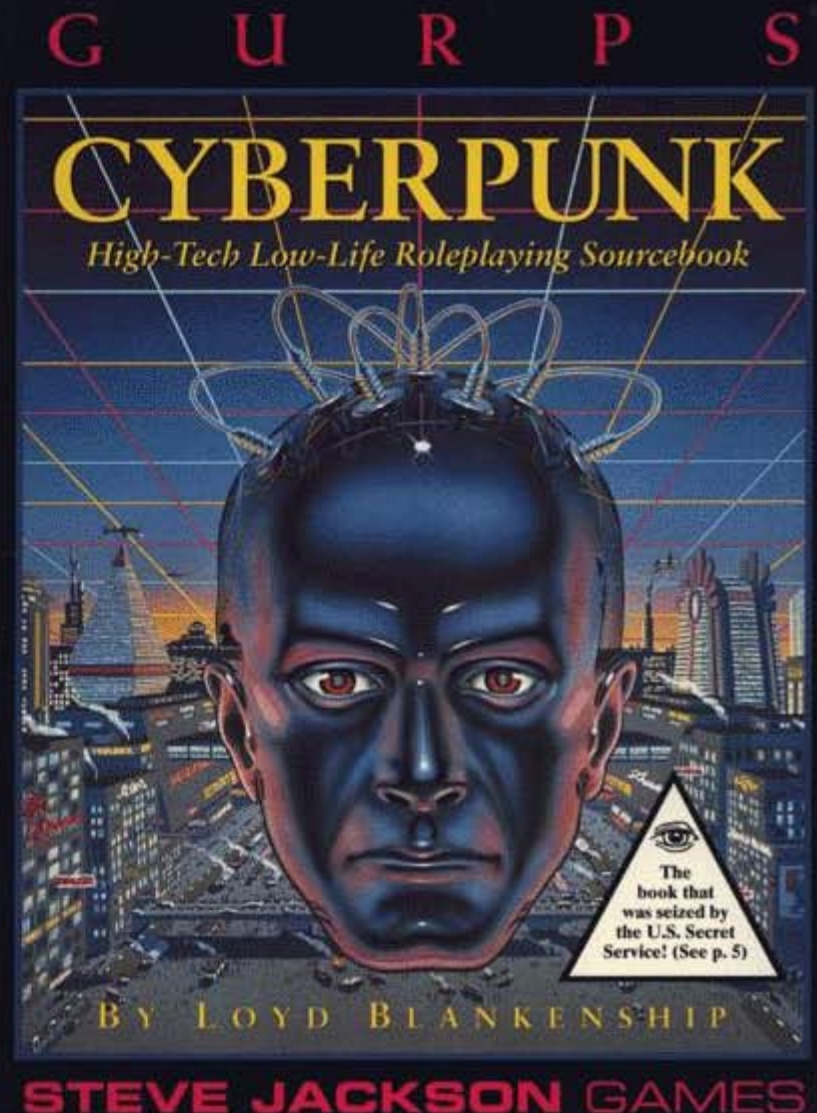
# What is **CYBERPUNK**?

- “Cyberpunk” is the term applied to a science fiction literary movement of the 1980s. Although there are several authors from the 1960s and 1970s whose work appears cyberpunk in retrospect, the term wasn't coined until the publication in 1984 of William Gibson's novel *Neuromancer*, which won the Hugo, the Nebula and Philip K. Dick awards – something no novel had ever done.

- *Neuromancer* presented a view of the future that was different. Gone were the glass-domed cities and Utopias of Golden Age science fiction. The domes are still there in cyberpunk, but they're occupied by the rich and guarded by security forces that shoot first and don't bother to ask questions. Gone were the monotone dystopian nightmares of Orwell and Levin — some cyberpunk worlds make 1984 look like Club Med.

- The cyberpunk future is vibrant — pulsating with life, from the streets to the high-rises. Paradoxically, however, that life is cheap, perhaps because there's so much of it — there might be twenty million people in Tokyo or New York.

--"GURPS CYBERPUNK", 1990. p004-p005



# What is **CYBERPUNK**?

**GURPS**

## **CYBERPUNK ADVENTURES**

*Dark Scenarios for Roleplaying on the Edge*

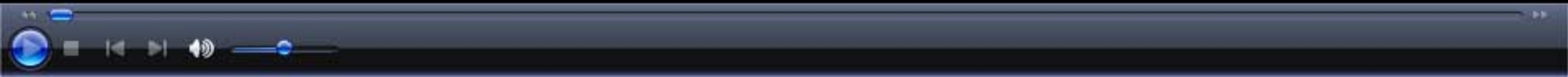


**STEVE JACKSON GAMES**

- Cyberpunk is a style defined by two elements. The first is the interaction of man with technology. Computers are as common as dishwashers in the cyberpunk future, and the dividing line between man and machine is sometimes blurred. Is an artificially intelligent computer (commonly referred to as an AI) alive? If your brain were put inside a mechanical body, would you still be human? And if not, when was the line crossed? Characters in cyberpunk campaigns will have to be ready and able to deal with technology at all levels, from a broken beer bottle to a military battlesuit.
- The second element found in most cyberpunk work is that of struggle. The world is divided into two groups - the haves and the have-nots - with a vast chasm between them. Those with power want to keep it; those without want to get it. This conflict can be military (as in John Shirley's Eclipse series), social (Bruce Sterling's Islands in the Net), economic (George Alec Effinger's When Gravity Fails) or a personal struggle with the character's internal demons.

--"GURPS CYBERPUNK", 1990. p004-p005

# What is **CYBERPUNK**?



# What is **CYBERPUNK**?



■ **電馭叛客**是個用來描述1980年代一次**科幻文學運動**的專有名詞。雖然，從1960年代到1970年代，有幾位作家的作品看來有**電馭叛客**的味道，但這個專有名詞卻要等到1984年**William Gibson**的小說《**Neuromancer**》發行之後，才正式被創造出來。這部作品贏得了**雨果獎**、**星雲獎**和**菲力普狄克獎**——而這是前無古人的成就。

--"GURPS CYBERPUNK", 1990

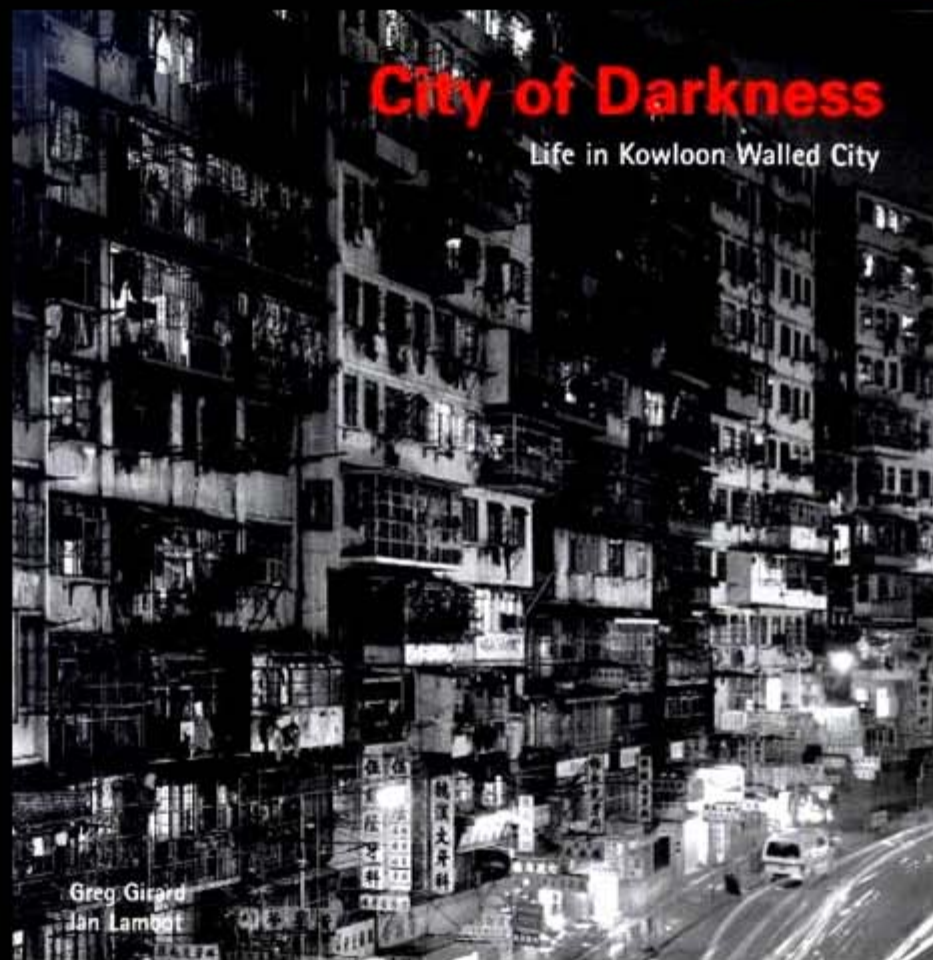
# What is **CYBERPUNK**?



■ **《Neuromancer》** 呈現了一種與眾不同的未來視野。科幻黃金時期裡的玻璃圓頂城市與烏托邦一去不返。在**電馭叛客**裡，圓頂依然存在，但它們被無情的資產階級所佔據著，由冷血的保全武力所監視著。歐威爾（George Orwell）與列文（Ira Levin?!）所描述的沈悶反烏托邦夢魘一去不返，跟某些**電馭叛客**世界相較，《1984》簡直就像是個健康度假村一般。

--"GURPS CYBERPUNK", 1990

# What is **CYBERPUNK**?



■ **電馭叛客**式的**未來**是鮮活的——從街上到高樓，緊貼著生命的脈動。然而相當矛盾地，這種**生命**卻是廉價的，或許是因為這個世界生命過剩的緣故吧——光是**東京**或**紐約**，就住著大約兩千萬的人口。

--"GURPS CYBERPUNK", 1990

# What is **CYBERPUNK**?



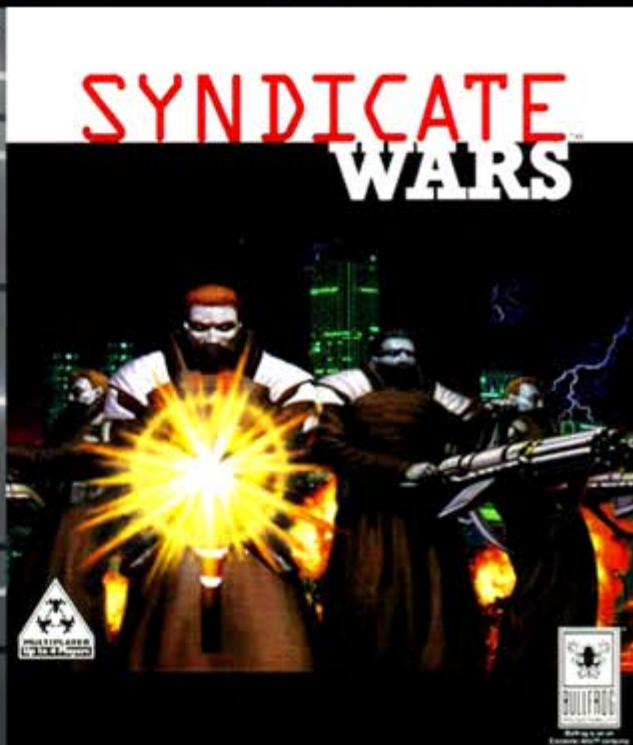
■ **電馭叛客**是一個由兩種元素所定義出來的創作類型。

■ **其一，是人類與科技之間的互動。**在**電馭叛客**式未來中，電腦就像洗碗機一樣地普及，而**人類與機械**之間的分界線，卻經常是模糊的。一部人工智慧電腦（通常稱為AI）算是活的嗎？假使你的大腦被植入一具機械軀體，你還能算是人類嗎？而若是不算，那條界線又是什麼時候被跨越的呢？在**電馭叛客**戰役中的角色，將必須隨時隨地做好準備並有能力與科技打交道——從一支破啤酒瓶，到一件軍事戰鬥服。

--"GURPS CYBERPUNK", 1990



# What is **CYBERPUNK**?




■ 第二個在電馭叛客作品中經常出現的元素，就是鬥爭。世界被分割成兩大集團——有產階級（the haves）和無產階級（the have-nots）。有權力的人，想鞏固權力；而沒有權力的人，則想奪取權力。這種衝突可以是軍事的（如John Shirley的《Eclipse》系列）、社會的（Bruce Sterling的《Islands in the Net》）、經濟的（George Alec Effinger的《When Gravity Fails》），或一種個人與本質的內在魔性間之鬥爭。

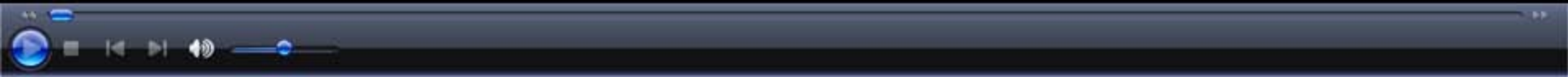
--"GURPS CYBERPUNK", 1990

# What is **CYBERPUNK**?

■ **Cyberpunk**出現年代：1980s~????

- 
- **Cyberpunk**並不單指一個科幻小說流派
  - 它是當時以**美國矽谷**等地一批**青年科技菁英**的生活方式
  - 這些人沉匿於**個人電腦製造、軟體開發**以及**最早的網路生活體驗**中
  - 許多人伴隨**吸毒、駭客**等**反叛性舉動**
  - 因**盜打電話**或者**盜用信用卡**等高技術犯罪，經常與司法部門打交道

# What is **CYBERPUNK**?



# What is **CYBERPUNK**?

## ■ **Cyberpunk**題材：

■ 將當時還未成為大眾生活一部分的**電腦與網路**引入科幻

■ 成為**數位時代的預言家**

■ 小說中出現的許多情節在十幾年後變為現實

■ **電馭叛客**比黃金時期前輩更重視**與現實有關的科技進步**，而非遙遠的時空背景

■ **電馭叛客**反傳統，樂寫**暴力、毒品、墮胎**等灰色事物





## Gateway

Click on a link to quick-connect to that site

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234.773.0.666	Uplink Public Access Server	

## ■ Cyberpunk 誕生時代背景：

- 1980s 西方社會呈現**跨國企業殘酷競爭**和**多文化滲透**焦慮
- **電馭叛客**運動成為後工業/後資本社會的必然產物
  - **全球性資本**的大炒作變成無規則的遊戲
  - **企業兼併和投機**助長了短期利潤的巧取豪奪
  - **億萬富翁**驟增、**集團財富**累積；與此同時，**公共事業**和**社會福利**卻捉襟見肘、困難重重
  - 世界**經濟動盪**不安、**高新科技**氾濫，造成管理人員和技術人員的嚴重過剩
  - **勞動力市場**日趨萎縮，無權無勢的社會成員的社會和經濟權益不斷受到侵害...

## ■ 電馭叛客 流行於80年代：

- 因為它集中反映了這樣的社會變化及廣大讀者對這種變化造成社會問題而產生的**焦慮**、**悲觀**和**憤怒**



### EMAIL

From : Uplink public access system

Date : 14:17, 24-3-2010

Subject : Welcome to Uplink

Your details have been entered into our account. Congratulations, you are now an officially rated Uplink Agent. We recommend you complete the Uplink Test mission before attempting any real work. Your first stopping off point should be the Uplink Internal Services System. Once there, log in and click on 'help', followed by 'getting started'. Good luck.

Links included :

- Uplink Internal Services System

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Close

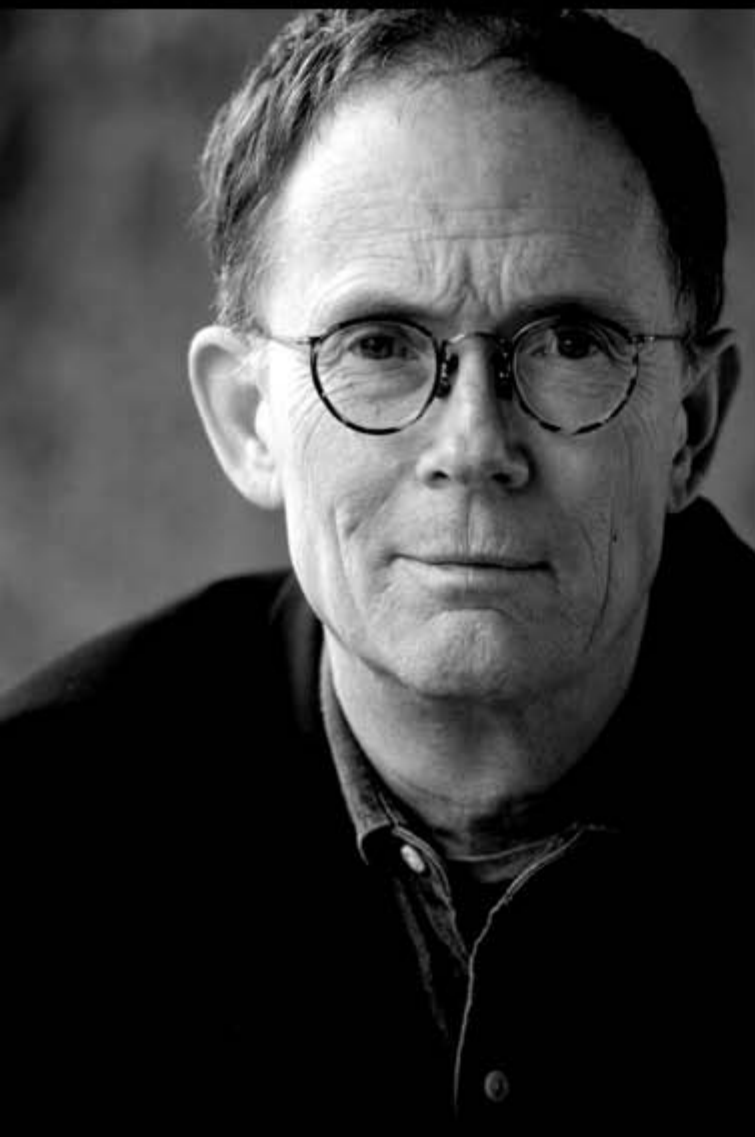
Reply

Delete



曲  
型

# W. Gibson & NEUROMANCER



## ■ William Gibson :

- 電馭叛客創派宗師與代表人物
- 1948. 03. 17. 於美國南卡羅萊納州出生
- 19歲隨母移民加拿大多倫多，現居溫哥華

## ■ 《Neuromancer》 :

- 1983於英屬哥倫比亞大學（UBC）攻讀英國文學學位時，Gibson完成長篇小說處女作《Neuromancer》
- 雖然當年的Gibson幾乎不懂電腦，更連不上網路，但這本在傳統打字機上敲出的《Neuromancer》卻將科幻文學正式帶進電子時代

# W. Gibson & NEUROMANCER

## ■ William Gibson的貢獻：

- Gibson對創造有關**電馭空間** (Cyberspace) 的次文化與想像有絕對貢獻
- 早在大多數人都還對**網際網路** (Internet) 與**虛擬實境** (Virtual Reality) 感到陌生的時候，他就已對這類新科技所可能為世界帶來的變革與衝擊，擘畫出**具體的圖像**



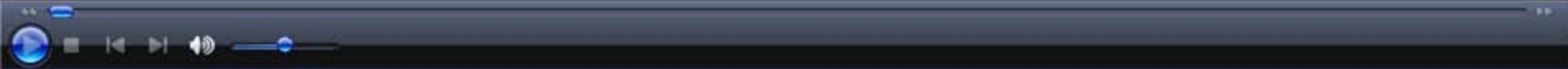
## ■ 《Neuromancer》世界觀：

- 人們藉由**模擬刺激** (Simstim; Simulated Stimulation) 和**皮膚電極** (Dermatrode) 技術，透過**硬體平台**與**電馭空間**接續，讓自己**完全神入**於**虛擬的網路世界**當中
- **Jack in/out**是進出真實/虛擬的動詞
- **Jump**則是奔馳於電馭空間中最快的動作
- **Ride**可以讓你透過無限傳輸騎在另一個對象身上，接收他/她五感所有的資訊
- **Flip**則是在不同系統間切換的跳躍...
- 換句話說：主體可以自在遊走於真實世界、虛擬世界和另一人的感官世界間最遙遠的距離，而不必跨出任何一步



**TRON**

**PreNEUROMANCER**



# NEUROMANCER



WILLIAM GIBSON

NEUROMANCER

■ 《Neuromancer》甫推出即造成轟動，一舉奪下1984年英語科幻文學三大主要獎項：

- 雨果獎 (Hugo Award)
- 星雲獎 (Nebula Award)
- 菲利普·狄克獎 (Philip K. Dick Award)

■ 記錄至今無人能破

# NEUROMANCER

■ 《Neuromancer》在1984的成功，連帶創出被稱為電馭叛客的全新科幻文類

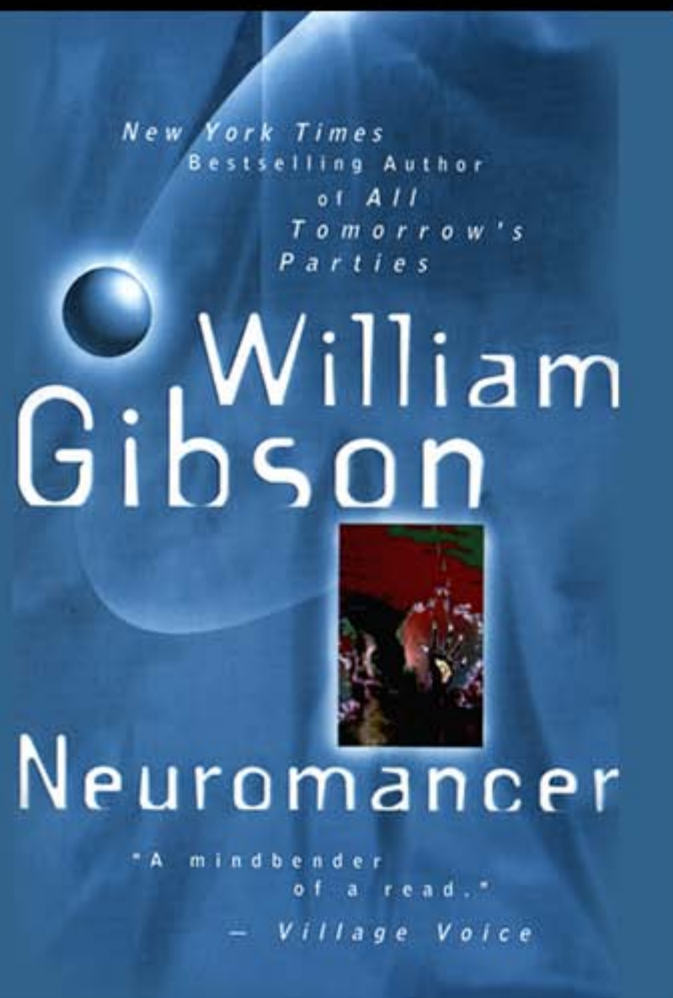
■ 《Neuromancer》這部作品，也實至名歸地在這種次文化當中成為聖經

NEUROMANCER™  
A CYBERPUNK ROLE-PLAYING ADVENTURE



SOUND TRACK  
BY  
DEVO

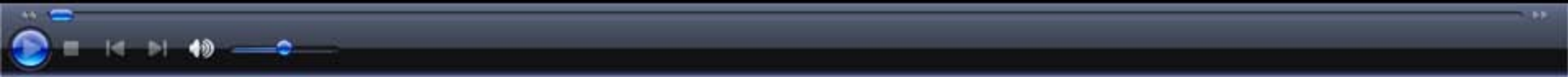
# NEUROMANCER



- 小說主角Case是個殘廢的網路獨行俠
- 主要情節：
  - Case受雇於神秘力量，奉命潛入**跨國企業**中心竊取機密情報
  - Case一面參與**資訊大戰**；一面得查出幕後**神秘主使**是誰...
  - 作為一個**電腦牛仔**，他能使自己的**神經系統**掛上**全球電腦網路**，為了在**電馭空間**裡競爭生存，他使用各種匪夷所思的**軟體與準軟體**為自己服務
  - 事實上，Case並不想主宰世界，他只希望超越肉體的束縛，逃避廢墟般的現實世界，在**電馭空間**裏浪遊...
- 幕後首腦出乎意料
- 小說結局發人深省
- 拿下大獎實至名歸

**JOHNNY MNEMONIC**

**1995**



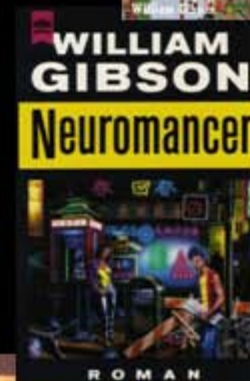
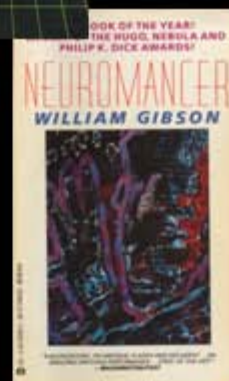
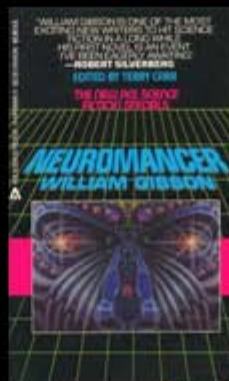
# About NEUROMANCER

## ■ Contents:

- Chiba City Blues
- The Shopping Expedition
- Midnight in the Rue Jules Verne
- The Straylight Run
- Coda: Departure and Arrival

## ■ Key Characters:

- Case
- Molly
- Armitage (Colonel Willis Corto )
- Dixie (Dix; Flatline; McCoy Pauley)
- "Tessier-Ashpool S.A." ("T-A")
- 3Jane Marie-France Tessier-Ashpool
- Hideo
- Wintermute
- Neuromancer



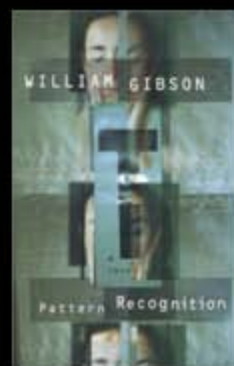
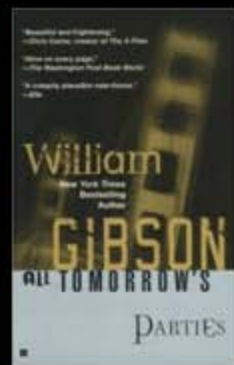
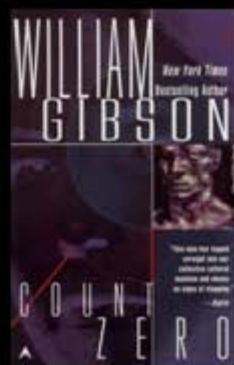
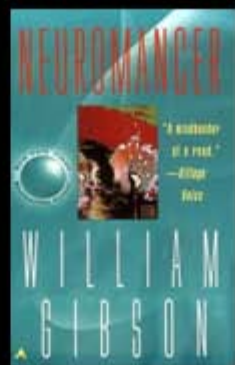
# About **NEUROMANCER**



- **Main Sites:**
- Chiba (Ninsei; Night City)
- **Sprawl** (BAMA; Boston Atlanta Metropolitan Axis)
- Cyberspace / The matrix
- Zion
- Freeside
- Straylight
  
- **Key Terms:**
- Cowboy / Samurai / Ninja
- ICE (Intrusion Countermeasure Electronics)
- Icebreaker / "Kuang Grade Mark Eleven"
- Dermatode (Trode; Derm+Electrode)
- Simstim (Simulated Stimulation)
- Construct
- A. I. (Artificial Intelligence)

# William Gibson 作品簡表

- **蔓生都會三部曲 (Sprawl Trilogy)**
  - 《Neuromancer》 (1984)
  - 《Count Zero》 (1986)
  - 《Mona Lisa Overdrive》 (1988)
- **舊金山三部曲 (San Francisco Trilogy)**
  - 《Virtual Light》 (1993)
  - 《Idoru》 (1996)
  - 《All Tomorrow's Parties》 (1999)
- **與Bruce Sterling合著**
  - 《The Difference Engine》 (1991)
- **短篇精選輯**
  - 《Burning Chrome》 (1986)
  - 其中〈Johnny Mnemonic〉寫成於1981
  - 於1995改編拍成電影《捍衛機密》
- **最新作品**
  - 《Pattern Recognition》 (2003)





<http://sonic47.blogbus.com/c2477614/>

**神經浪游者 中譯本修訂版**

# Other Cool **PUNKs**...

## ■ Bruce Sterling

the  
**ARTIFICIAL  
KID**  
BRUCE STERLING

WITH A FOREWORD BY  
WILLIAM GIBSON

**THE HACKER  
CRACKDOWN**



**BRUCE STERLING**

Read by **CORY DOCTOROW**

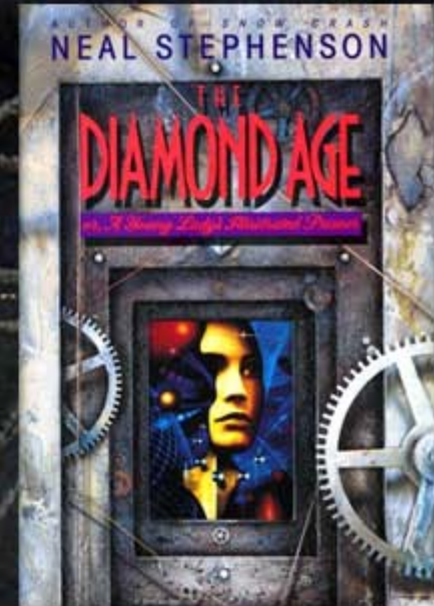
**UNABRIDGED**



# Other Cool PUNKs...



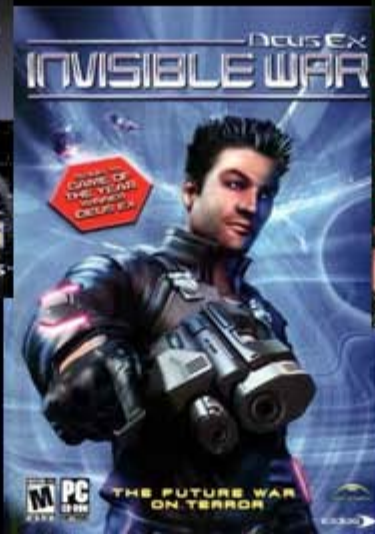
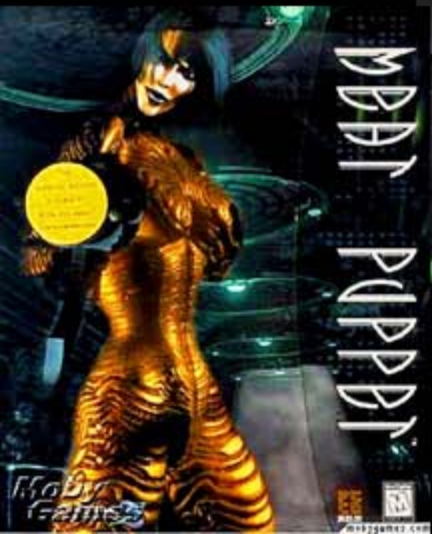
## NEAL STEPHENSON



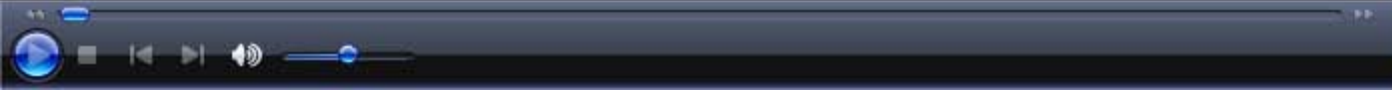
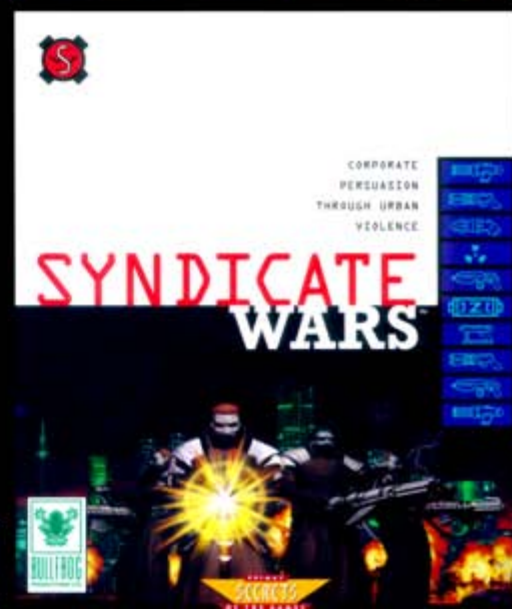
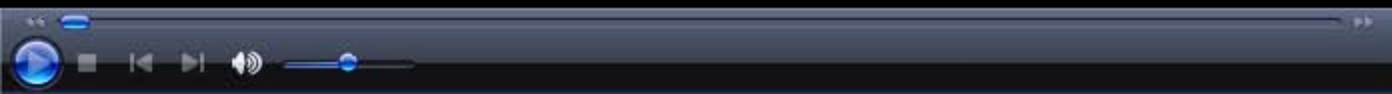
TONOMICON

感  
官

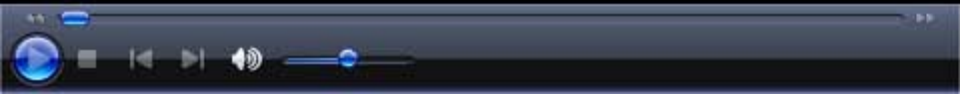
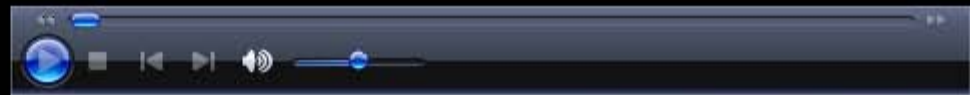
# GAMES



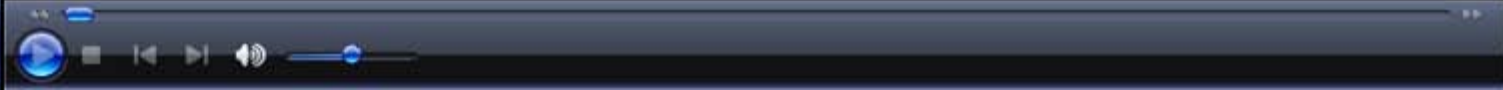
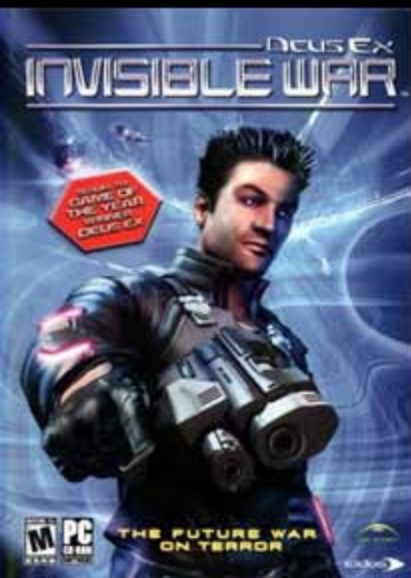
# GAMES



# GAMES



# GAMES

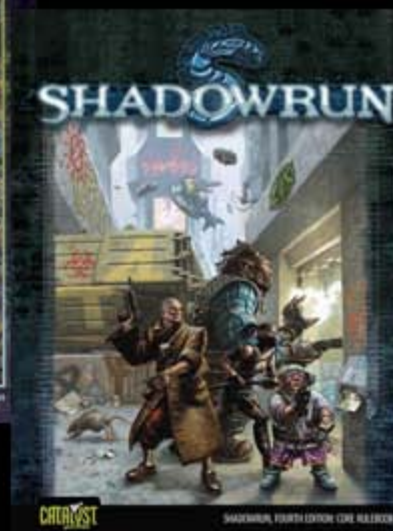




# also GAMES



CYBERPUNK

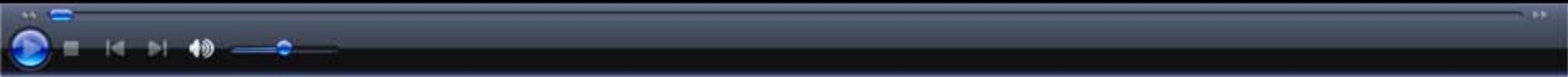


# VISIONS

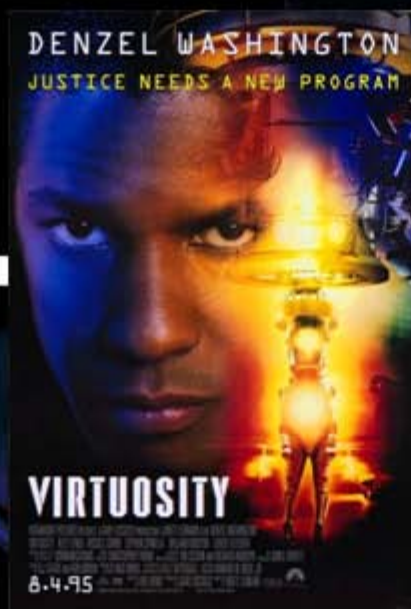


# THE MATRIX

1999

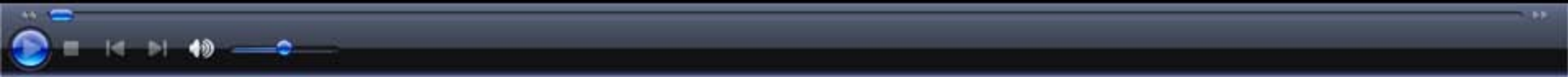


# VISIONS



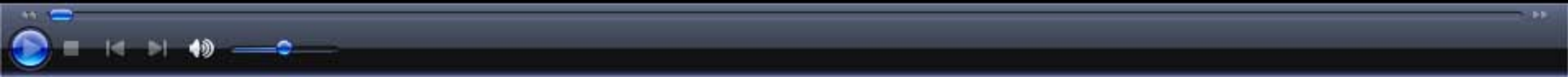
# GAMER

# 2009



# SURROGATES

# 2009



異  
國

GHOSH IN THE SHELL

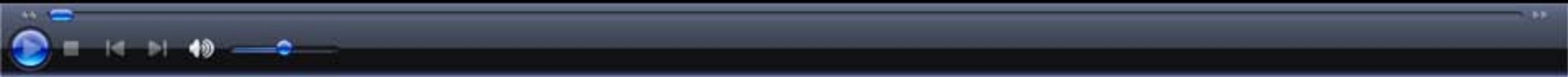
<http://www.TopWalls.com>



日系 · 土郎正宗



# Ghost in the Shell



# Ghost in the Shell



## ■ Ghost:

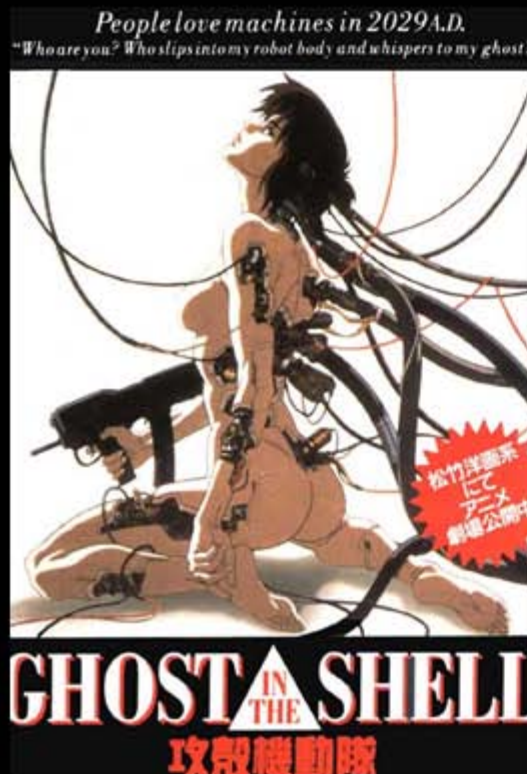
- Soul / Spirit vs. A. I.
- 人工智慧 逼近/超越 人類智慧?!
- 人類的 靈魂 能否 資料化?
- 儲存 / 傳輸 / 複製 / 編輯 / 轉換...

## ■ Shell:

- Body / Meat VS Machine
- 基因工程 / 奈米機械 / 侵入移植 / 義肢義體 / 生物機械...

# Ghost in the Shell

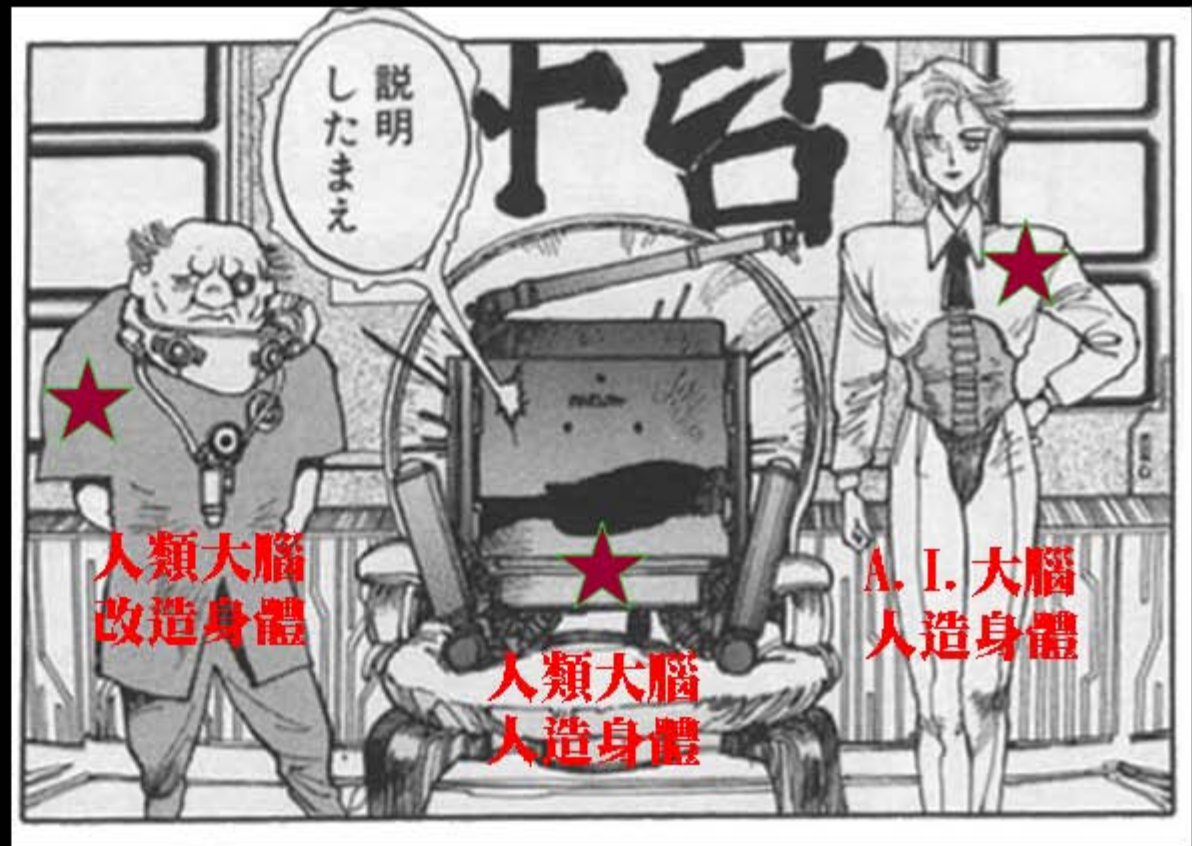
Welcome to the **Electric Circus**



攻殻機動隊

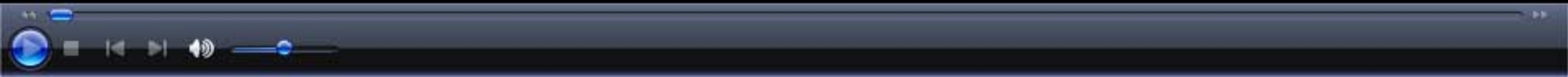
Ghost in the Shell

1995



**人類！？ 機器人？！**

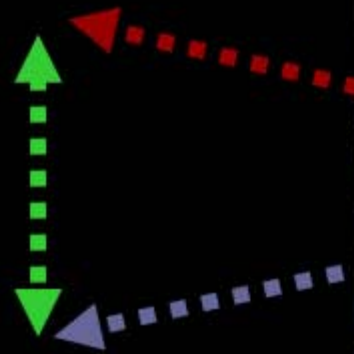
# Ghost in the Shell



# Ghost in the Shell

HUMAN BEING

Soul/Spirit



Body/Meat

人形 / 非人形



ROBOT

A. I.



Machine

非人形 / 人形

*Gally's Journey Continues...*

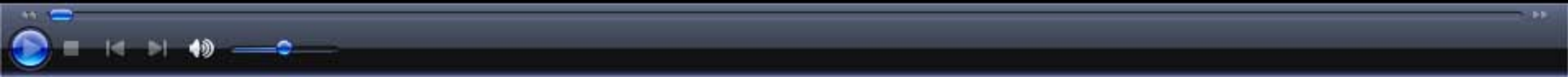
GUNNM  
*Last  
Order*

日系·木城幸人



GUNNM

199X





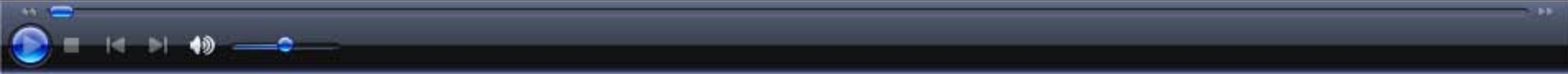
AKIRA

日系 · 大友克洋



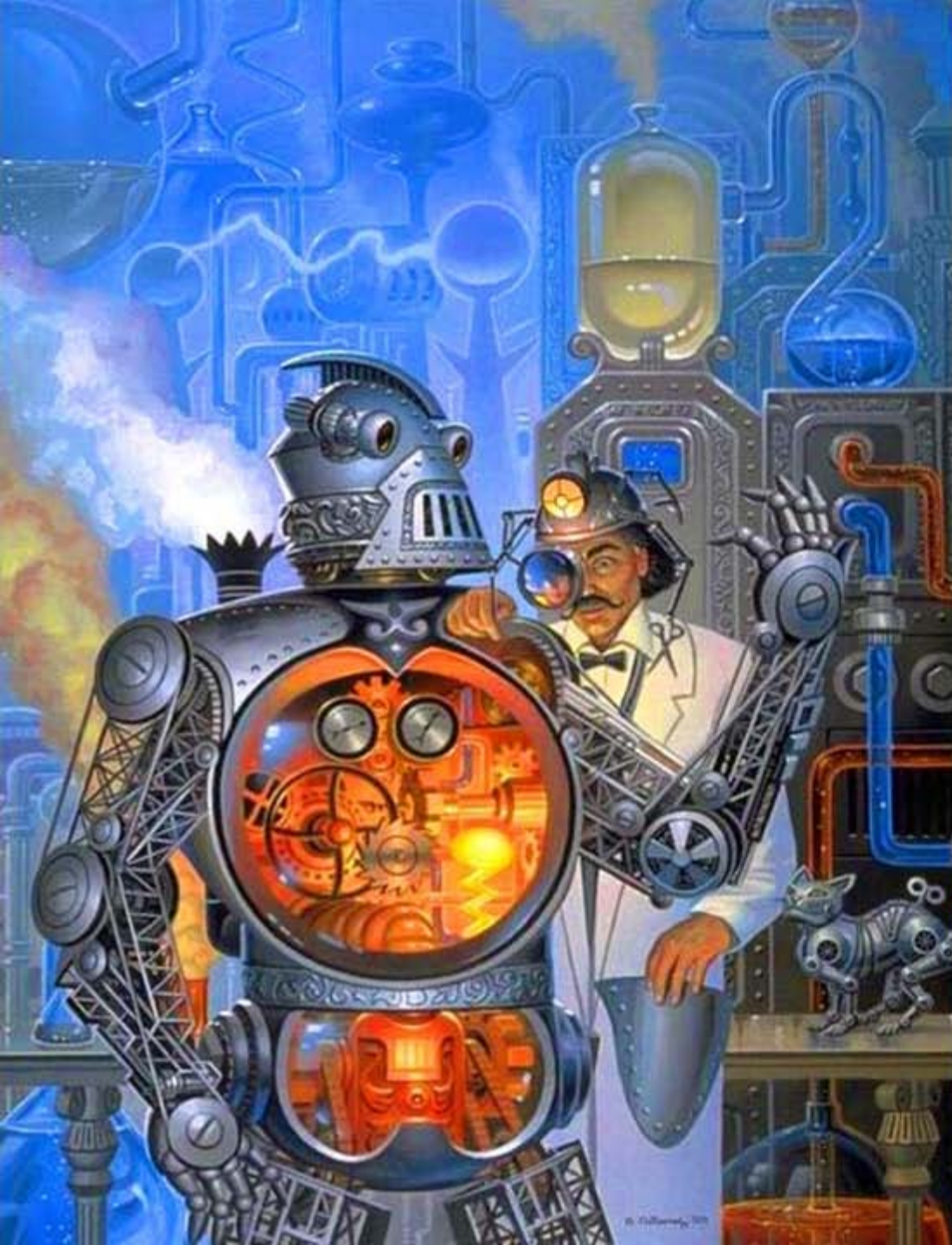
AKIRA

1988



男類

# STEAMPUNK





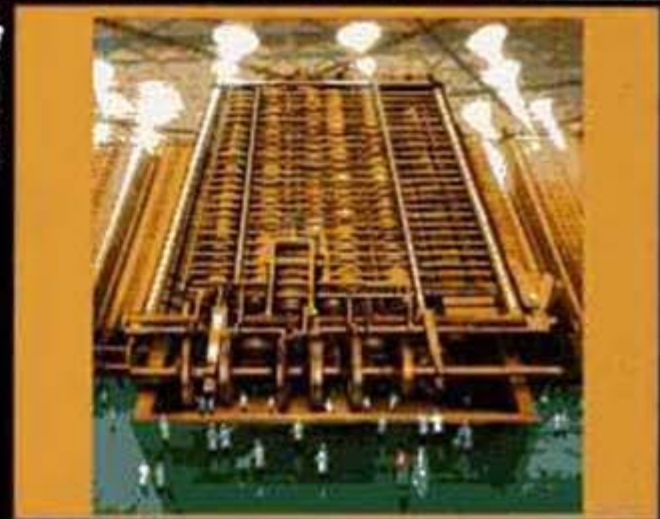
# STEAMPUNK

WILLIAM GIBSON

AUTHOR OF VIRTUAL LIGHT

BRUCE STERLING

AUTHOR OF HEAVY WEATHER

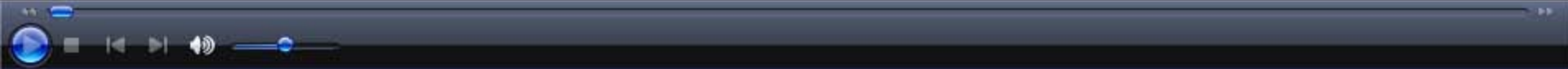


THE DIFFERENCE ENGINE

"BREATHTAKING." —THE NEW YORK TIMES BOOK REVIEW

SPECTRA SPECIAL EDITIONS

# STEAMPUNK



# STEAMPUNK



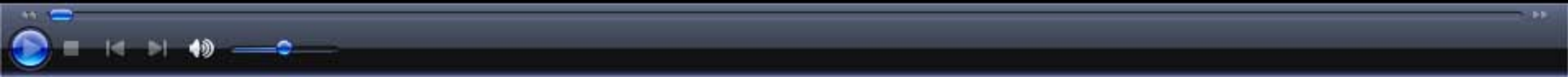
STEAMPUNK

Yeah, it's kind of like that



**WILD WILD WEST**

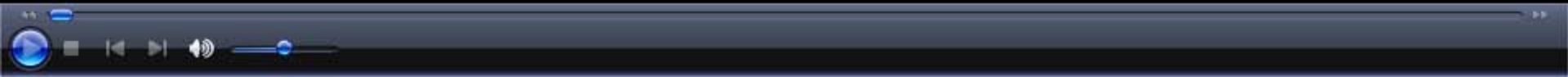
**1999**



電  
電  
叛



# CYBER **vs.** PUNK



**WELCOME TO THE REAL WORLD**

# SHODAN

Sentient Hyper-Optimized Data Access Network