## What is Cybercultural Studies?

Cyberspace

"Is cyberspace a new universe, a parallel universe created and sustained by the world's computers and communication lines? Is it a common mental geography, built, in turn, by consensus and revolution, canon and experiment?" Or is cyberspace the "excommunication of the developing world"? Is it a" major new theatre for capital accumulation and the operations of global actors"? (quoted in David Bell, *An Introduction to Cybercultures* (NY: Routledge, 2001), pp. 7, 17-18)

Cyberculture

Cyberfeminism

What of the cyberfeminists who "write programs, paint viral images, fabricate weapons systems, infiltrate the arts and industry. The hackers, perverting the codes, corrupting the transmissions, multiplying zeros, and teasing open holes in the worls? (Sadia Plant, On the Matrix: Cyberfeminist Simulations, in David Bell & Barbara Kennedy, Eds., *The Cybercultures Reader* (NY: Routledge, 2000), p. 336)

Cyberpunk

And of the various cyberpunks, "tribal groups, the panther Moderns in *Neuromancer* or the Low Teks in Johnny Mnemonic 2 (Tomas quoted in Bell, 2001, p. 176).

Cyborgs & Cybernetics

And the cyborg, "the cybernetic organism, a hybrid of machine and organism, a creature of social reality as well as a creature of science fiction...By the late twentieth century, our time mythis time, we are all chimeras, theorized and fabricated hybrids of machine and organism. It short, we are all cyborgs." (Haraway quoted in Bell, 2001, p. 148)

Cyberlaw

## Cyber Story

Art and Design Studies
Communication Studies
Critical Race Studies
Cultural Studies
Feminist Studies
Gay and Lesbian Studies
Literary Criticism
Media Studies
Men's Studies
Political Ecology
Post-Colonial Studies
Science and Technology Studies

## **Cyber Theory**

Affective Computing
Artificial Intelligence
Cognitive Science
Communication
Information Processing
Literary Criticism
Musicology
Narrative
Media Studies
Political Economy
Psychoanalysis
Semiotics

Cyber Community, Form & Practice

BBSs
Chat, Blogs & Wikis
Cybersex
Cyberspecial Effects
E-commerce
E-mail
E-Media
E-tailing
Games
Hacking
MUDs
Open Source
Panic Computing
Texting
Virtual Reality

World Wide Web

Stephen Petrina (2003)