

# cyberpunk business card

**cyberpunk business card** designs have emerged as a striking trend in the world of networking and personal branding. These futuristic cards combine aesthetic appeal with functionality, capturing the essence of the cyberpunk genre, known for its high-tech, low-life themes. The bold imagery, vibrant colors, and innovative materials often used in cyberpunk business cards are not just visually stunning; they also serve a purpose in making a lasting impression in a competitive business landscape. This article delves into the various aspects of cyberpunk business cards, including their design elements, material choices, and practical applications in professional networking. Additionally, we will explore tips for creating your own cyberpunk business card and highlight the significance of this unique style in modern business contexts.

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## Understanding Cyberpunk Aesthetics

Cyberpunk aesthetics are characterized by a blend of high technology and a gritty, urban environment. This style is heavily influenced by science fiction literature, films, and art, often depicting dystopian futures where advanced technology coexists with societal decay. In the context of business cards, this aesthetic translates into bold designs that evoke a sense of innovation and rebellion against the mundane.

The colors typically associated with cyberpunk include neon shades like bright pinks, blues, and greens, often set against dark backgrounds to enhance their vibrancy. This contrast not only grabs attention but also communicates a message of modernity and a forward-thinking mindset. Understanding these aesthetics is crucial for anyone looking to create a business card that stands out in today's market.

# Key Design Elements of Cyberpunk Business Cards

When designing a cyberpunk business card, several key elements come into play. These elements work together to create a cohesive and impactful design that resonates with the cyberpunk theme.

## Color Schemes

Color is one of the most defining aspects of cyberpunk design. The use of neon colors against dark backgrounds creates a striking visual contrast. Common color schemes include:

- Neon pink, purple, and black
- Electric blue, green, and chrome
- Bright red, orange, and charcoal

These combinations not only attract attention but also evoke the high-tech ambiance typical of cyberpunk environments.

## Typography

Typography in cyberpunk business cards often features futuristic fonts with sharp angles or digital effects. This choice of typeface adds to the overall theme and enhances readability. Consider using:

- Geometric sans-serif fonts
- Pixelated or digital-style fonts
- Handwritten or graffiti-inspired styles

Choosing the right typography is essential to convey the edgy and innovative spirit of the cyberpunk genre.

## Imagery and Graphics

Imagery plays a critical role in cyberpunk business cards. Incorporating elements like circuit patterns, urban landscapes, or abstract designs can enhance the card's visual appeal. Additionally, using holographic or metallic finishes can give a three-dimensional effect that draws the eye and adds depth to the card.

## Material Choices for Cyberpunk Business Cards

The choice of material for cyberpunk business cards is just as important as the design itself. Innovative materials can elevate the card's overall feel and effectiveness in leaving a lasting

impression.

## **Standard Paper vs. Specialty Materials**

While traditional cardstock is a common choice, many designers opt for specialty materials to enhance the cyberpunk aesthetic. Options include:

- Plastic or PVC cards for a sleek, modern look
- Metal cards that convey a sense of durability and exclusivity
- Transparent cards that create a unique layering effect

Choosing the right material can significantly impact the tactile experience of the card, making it more memorable for the recipient.

## **Finishes and Textures**

Finishes such as matte, glossy, or textured can further enhance the design. A glossy finish can make colors pop, while a matte finish can lend a sophisticated and subtle look. Textured finishes, such as embossed or debossed elements, can add an interactive quality that engages the senses.

## **Practical Applications of Cyberpunk Business Cards**

Cyberpunk business cards are not just about aesthetics; they also serve practical purposes in networking and branding. Their unique designs can help professionals stand out in crowded events, making them memorable to potential clients or collaborators.

### **Networking Events**

At conferences and trade shows, where many attendees exchange cards, a distinct cyberpunk design can make a significant impact. It can serve as a conversation starter, allowing professionals to discuss their innovative approach and ideas.

### **Brand Identity**

For brands operating in tech, gaming, or creative industries, a cyberpunk business card aligns perfectly with their identity. It communicates a message of creativity, innovation, and a willingness to push boundaries, which can resonate with like-minded clients and partners.

## **Tips for Creating Your Own Cyberpunk Business Card**

Creating an effective cyberpunk business card involves a thoughtful approach to design and execution. Here are some tips to consider:

- Define your brand identity clearly before starting the design process.
- Incorporate unique design elements that reflect your personality or business ethos.
- Experiment with materials and finishes to enhance the tactile experience.
- Ensure all contact information is clear and easy to read.
- Consider working with a professional designer who understands the cyberpunk aesthetic.

By following these tips, you can create a cyberpunk business card that not only looks stunning but also serves its practical purpose effectively.

## **Conclusion**

Cyberpunk business cards represent a fusion of art and functionality, embodying the spirit of innovation and rebellion that characterizes the cyberpunk genre. Through an understanding of design elements, material choices, and practical applications, professionals can leverage these unique cards to enhance their networking efforts and establish a strong brand identity. As we move further into an increasingly digital and interconnected world, the significance of standing out with a well-crafted business card cannot be overstated. Embrace the future of networking with a cyberpunk business card that leaves a lasting impression.

### **Q: What defines a cyberpunk business card?**

A: A cyberpunk business card is defined by its striking, futuristic design elements that often include neon colors, bold typography, and high-tech imagery. These cards embody the aesthetic of the cyberpunk genre, merging advanced technology with urban decay themes.

### **Q: How can I incorporate cyberpunk elements into my business card design?**

A: To incorporate cyberpunk elements, use vibrant neon colors against dark backgrounds, choose futuristic fonts, and add graphics that reflect technology or urban landscapes. Consider using specialty materials like plastic or metal for added impact.

### **Q: What materials are best for cyberpunk business cards?**

A: The best materials for cyberpunk business cards include plastic or PVC for a modern look, metal for durability and exclusivity, and transparent materials for unique layering effects. Each material can enhance the cyberpunk aesthetic.

## **Q: Are cyberpunk business cards suitable for all industries?**

A: While cyberpunk business cards can be effective for creative, tech, and gaming industries, they may not be suitable for more traditional fields. It's important to consider your industry norms and audience preferences when choosing a design.

## **Q: How can a cyberpunk business card enhance networking opportunities?**

A: A cyberpunk business card can enhance networking opportunities by making a memorable impression at events. Its unique design can serve as a conversation starter, allowing for deeper engagement with potential clients or collaborators.

## **Q: What should I include on my cyberpunk business card?**

A: You should include essential contact information such as your name, title, company name, phone number, email, and website. Additionally, consider adding social media handles that align with your professional brand.

## **Q: Can I use a cyberpunk design for a personal business card?**

A: Yes, a cyberpunk design can be an excellent choice for personal business cards, especially if it reflects your personality, interests, or professional aspirations. Just ensure it aligns with the image you want to project.

## **Q: How do I choose the right printer for my cyberpunk business cards?**

A: When choosing a printer, look for one that specializes in custom designs and offers a variety of materials and finishes. Review their portfolio to ensure they can replicate the high-quality, vibrant designs required for cyberpunk cards.

## **Q: What are the costs associated with creating cyberpunk business cards?**

A: The costs of creating cyberpunk business cards can vary widely based on design complexity, material choices, and printing methods. Budget for design services if needed, as well as printing costs, which can range from a few cents to several dollars per card.

## **Q: Are there any common mistakes to avoid when designing**

## cyberpunk business cards?

A: Common mistakes include overcrowding the design with too much information, using colors that clash, neglecting readability, and failing to align the design with your professional brand. It's essential to balance creativity with clarity.

## Cyberpunk Business Card

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**cyberpunk business card: The Big Book of Cyberpunk** Jared Shurin, 2023-09-26 A genre-defining—and redefining—collection of the boldest, most rebellious, and most prescient speculative fiction, featuring stories from all over the globe. “The sky above the port was the color of television, tuned to a dead channel.” Almost forty years ago, William Gibson wrote the line that began *Neuromancer*—and a movement that would change the face of science fiction. Award-winning anthologist Jared Shurin brings together over a hundred stories from more than twenty-five countries that both establish and subvert the classic cyberpunk tropes and aesthetic—from gritty, near-future noir to pulse-pounding action. Urban rebels undermine monolithic corporate overlords. Daring heists are conducted through back alleys and the darkest parts of the online world. There’s dangerous new technology, cybernetic enhancements, scheming AI, corporate mercenaries, improbable weapons, and roguish hackers. These tales examine the near-now, extrapolating the most provocative trends into fascinating and plausible futures. We live in an increasingly cyberpunk world—packed with complex technologies and globalized social trends. A world so bizarre that even futurists couldn’t explain it—though many authors in this book have come closer than most. As both an introduction to the genre and the perfect compendium for the lifelong fan, *The Big Book of Cyberpunk* offers a hundred ways to understand where we are and where we’re going.

**cyberpunk business card: Beyond Cyberpunk** Graham J. Murphy, Sherryl Vint, 2010-06-10 This book is a collection of essays that considers the continuing cultural relevance of the cyberpunk genre into the new millennium. Cyberpunk is no longer an emergent phenomenon, but in our digital age of CGI-driven entertainment, the information economy, and globalized capital, we have never more been in need of a fiction capable of engaging with a world shaped by information technology. The essays in *Beyond Cyberpunk* explore our cyberpunk realities to soberly reconsider Eighties-era cyberpunk while also mapping contemporary cyberpunk. The contributors seek to move beyond the narrow strictures of cyberpunk as defined in the Eighties and contribute to an ongoing discussion of how to negotiate exchanges among information technologies, global capitalism, and human social existence. The essays offer a variety of perspectives on cyberpunk’s diversity and how this sub-genre remains relevant amidst its transformation from a print fiction genre into a more generalized set of cultural practices, tackling the question of what it is that cyberpunk narratives continue to offer us in those intersections of literary, cultural, theoretical, academic, and technocultural environments.

**cyberpunk business card: Cyberpunk Culture and Psychology** Anna McFarlane, 2021-06-30 This book traces developments in cyberpunk culture through a close engagement with the novels of the ‘godfather of cyberpunk’, William Gibson. Connecting his relational model of ‘gestalt’ psychology and imagery with that of the posthuman networked identities found in cyberpunk, the author draws out relations with key cultural moments of the last 40 years: postmodernism, posthumanism, 9/11,

and the Anthropocene. By identifying cyberpunk ways of seeing with cyberpunk ways of being, the author shows how a visual style is crucial to cyberpunk on a philosophical level, as well as on an aesthetic level. Tracing a trajectory over Gibson's work that brings him from an emphasis on the visual that elevates the human over posthuman entities to a perspective based on touch, a truly posthuman understanding of humans as networked with their environments, she argues for connections between the visual and the posthuman that have not been explored elsewhere, and that have implications for future work in posthumanism and the arts. Proposing an innovative model of reading through gestalt psychology, this book will be of key importance to scholars and students in the medical humanities, posthumanism, literary and cultural studies, dystopian and utopian studies, and psychology.

**cyberpunk business card: Be (Liquid) Cool** Austin Dragon, 2023-12 Want to improve? Whether it's something specific or overall aspects of your life, character or personality? Want to end bad habits? Reverse bad choices? Go beyond the tired perennial New Years' Resolutions? Or just do something new for the year! Begin visiting all those countries around the world you've been putting off? Do something crazy like switch to a completely new career? Do something big? Feeling blue, bored, or aimless? Want to roll up your sleeves and take control of your life? If so, then BE (LIQUID) COOL: 52 Weeks of Witty, Pithy, and Profound Sci-Fi-Based Inspiration For Positive Thinking, Planning, and Action! may be exactly what you need. Based on the author's popular Liquid Cool: The Cyberpunk Detective Series, which has ten main novels, a mini-series of three novels, four box sets, another companion case short story, and two new novels and another box set on the way, the book takes inspirational life lessons from our favorite sci-fi detective with an attitude, Cruz and all his family, friends, and associates. The never-ending, age-old human quest to improve isn't just for sci-fan fans. Most people want to improve for the better, continue to grow in life as a person, help others and make a positive impact on those around them, have a more rewarding relationship with family and friends, or be more successful in life, work or career, or any endeavor you're interested in. Be productive, happy and content with your life in the universe. This book is a fun life planner for 52 Weeks, divided into twelve months, from plan to action packed with quotes from popular sci-fi characters, successful sci-fi creators, and even a few renown scientists who inspired all kinds of great science fiction. Be (Liquid) Cool is an easy-to-read practical guide to help you reach your self-improvement goals in a straightforward method. Book sections include: · The Pre-Launch Mindset · The Action Mindset · The Attitude Mindset · Don't Be Your Own Arch-Enemy · Don't Panic. Life's Supposed to Be Unpredictable · Give Back (When You Can) · Don't Forget the Fun ...and much more. Book chapters include: · Know the "Why" · Pick Your Associates Wisely · Have the Right Tools · Have a System · Hard Work · Avoid Drama · Resist the Urge to Be Stupid ...and much more. So, this book is much more than a no-date planner to be used as a daily planner, weekly planner, yearly planner, and personal time-management organizer towards achieving your goals. It's your guide in your self-development, self-help, self-growth journey. It is your 52 Week guide with stories, quotes, and humor to become the best version of you! That's what personal transformation or achievement should be all about.

**cyberpunk business card: Liquid Cool** Austin Dragon, 2016-02-16 The Sci-Fi Detective Thriller Gets Cool...Liquid Cool! Liquid Cool Book #1 is the FIRST-IN-SERIES action-packed (and funny) sci-fi detective series. Meet a private eye with a cool hat, laser gun, and attitude. But don't touch his red hovercar -- or you could get shot! Watch him face off neon gangsters, sinister cyborgs, corporate samurai soldiers, and laser-gun shootouts while solving his cases in the rainy supercity of Metropolis. More gritty action and dark humor than you can handle. In the debut novel author Austin Dragon shows why you never want to meet a cyborg in a dark alley. Liquid Cool is a mix of Blade Runner and the Maltese Falcon. It's cyberpunk reimaged—an ever-rainy world of mega-skyscrapers, speeding hovercars, dangerous neon streets, and futuristic mechanization. Metropolis isn't a bad place, but it isn't a good one either. Governments and megacorporations fight for control of the fifty-million-plus super-city, but so does crime. It's here we meet Cruz, our private eye (and unlikely hero), in this supercity with a million victims and perpetrators. Welcome to the

high-tech, low-life world of Liquid Cool.

**cyberpunk business card:** MacUser , 1993

**cyberpunk business card: Cybersecurity for Executives** Gregory J. Touhill, C. Joseph Touhill, 2014-06-09 Practical guide that can be used by executives to make well-informed decisions on cybersecurity issues to better protect their business Emphasizes, in a direct and uncomplicated way, how executives can identify, understand, assess, and mitigate risks associated with cybersecurity issues Covers 'What to Do When You Get Hacked?' including Business Continuity and Disaster Recovery planning, Public Relations, Legal and Regulatory issues, and Notifications and Disclosures Provides steps for integrating cybersecurity into Strategy; Policy and Guidelines; Change Management and Personnel Management Identifies cybersecurity best practices that executives can and should use both in the office and at home to protect their vital information

**cyberpunk business card: Good for Nothing** Brandon Graham, 2017-01-01 Enchanted by Good For Nothing... --Stephen Fry This book could be the lovechild of Bill Bryson and Martin Amis.... But at its heart is a very serious point. It is about the tsunami of destruction that has hit Middle America since the financial crisis. --Daily Mail Flip Mellis believes his recent past would be best described as: a man with his feet planted on terra firma. As a husband and father, he was a consistent breadwinner. As a business professional, he was a go-getter. For twenty years, he did all that was expected of him, if not much more. But a job loss in his middle years, in the midst of a national economic crisis, has knocked Flip squarely on his big, soft ass, where he has been wallowing for nearly a year. Over the course of one hectic week, replete with a cast of colorful characters, Flip is forced by circumstances of his own invention to finally get his life headed in the right direction. Like a pudgy, irritable toddler, he carefully tests his balance and lurches forward, stumbling around absurd obstacles and grasping for any solid purchase. Ultimately a spark of human resilience locked deep within his core begins to spread. The question becomes: will Flip's best efforts be enough to lead him safely to redemption or will they merely lead to a futile, purely graceless, and quixotic crash?

**cyberpunk business card: I, Alien Hunter** Austin Dragon, 2017-10-06 In Liquid Cool Book 5 its Alien Meets Blade Runner...It's I, Alien Hunter! Liquid Cool, the action-packed (and funny), cyberpunk detective series continues. Our private detective, Cruz, has dealt with all kinds of criminal crazies—full human, cyborgs and robots—and even crazier clients. But he has never had to deal with...extraterrestrials. Is this case more than a missing persons? Have humans on the Main Asteroid Belt between Mars and Jupiter actually found proof of alien life from another world? What does it all have to do with a missing scientist? "I'm a detective, not a secret agent," Cruz says. But never has he faced so much danger from forces on Earth and beyond in the 50-million, supercity of Metropolis—a gritty, ever-rainy, futuristic world of colossal skyscrapers, hovercars, and flashy neon streets. This time besides the action, thrills, and laughs Author Austin Dragon brings us Spacemen, Martians, meteors, androids, and possibly... a killer alien. Welcome to the high-tech, low-life world of Liquid Cool.

**cyberpunk business card: Virtual Geographies** Sabine Heuser, 2016-08-09 Virtual Geographies is the first detailed study to offer a working definition of cyberpunk within the postmodern force field. Cyberpunk emerges as a new generic cluster within science fiction, one that has spawned many offspring in such domains as film, music, and feminism. Its central features are its adherence to a version of virtual space and a deconstructivist, punk attitude towards (high) culture, modernity, the human body and technology, from computers to prosthetics. The main proponents of cyberpunk are analyzed in depth along with the virtual landscapes they have created - William Gibson's Cyberspace, Pat Cadigan's Mindscapes and Neal Stephenson's Metaverse. Virtual reality is examined closely in all its aspects, from the characteristic narrative constructions employed to the esthetic implications of the 'virtual sublime' and its postmodern potential as a discursive mode. With its interdisciplinary approach Virtual Geographies opens up fresh perspectives for scholars interested in the interaction between popular culture and mainstream literature. At the same time, the science fiction fan will be taken beyond the conventional boundaries

of the genre into such revitalizing domains as postmodern architecture and literature, and into cutting-edge aspects of science and social thought.

**cyberpunk business card:** *The Liquid Cool Series Box Set 2* Austin Dragon, 2017-12-05 The Thrills Continue! It's Blade Gunner Meets The Maltese Falcon. Liquid Cool is the action-packed (and funny), cyberpunk/sci-fi detective series. Nearly 1000 pages includes The Electric Sheep Massacre (Book 4), I, Alien Hunter (Book 5) and A.I. Confidential (Book 6)!! In the sci-fi/cyberpunk detective series, author Austin Dragon shows why you never want to meet a cyborg in a dark alley. There is plenty of gritty action, suspense, thrills, and even a few laughs. It's cyberpunk reimagined—an ever-rainy world of colossal skyscrapers, hovercars, flashy neon streets, and futuristic mechanization. Metropolis isn't a bad place, but it isn't a good one either. Uber-governments and megacorporations fight for control of the fifty-million-plus supercity, but so does crime. We meet Cruz, our private eye (and unlikely hero), in this super-city with a million victims and perpetrators. Watch out for tech-tricksters, analog hustlers, and digital gangsters—psychos, samurais, and cyborgs aplenty. Visitors have a way of becoming permanent attractions. Welcome to the high-tech, low-life world of Liquid Cool.

**cyberpunk business card:** *The Metal Within* Len Gizinski, 2016-12-08 “A breezy, smart apocalyptic tale that makes sequels look tempting.” — Kirkus Reviews Within the dark shadows of a dystopian future, Jack is a street-smart pastor in an urban ghetto. But when the local street gang defends their turf from well-funded outsiders willing to sacrifice the entire population for profit and power, he is forced to deal with ghosts from the past he had abandoned years ago. Corey and Sue are thrown together when an outlaw motorcycle gang destroys their hometowns. Uniting to endure the lawless mayhem, the bond developing between them may help them overcome the trauma of their flight – if they survive. Josanne and Melissana are friends from opposite sides of the tracks; Josanne's Dad provided everything, while Melissana was thrown out of a broken home by the father who liked to do the breaking. The enigmatic Johnny has a name but no traceable past. So lucky he seems skilled or so skilled he appears lucky, neither his luck nor his skill has provided what he's really searching for. Each is targeted for recruitment by an elite government agency founded as a last-ditch effort to covertly protect its citizens from what the U.S. has become by fielding autonomous teams of cybernetic agents. Implanted ultratech alone, however, won't ensure the safety of the fledgling team; they need a leader. But the best person to lead them is a jaded former agent haunted by tragedy and setbacks of his own... Together they must overcome their pasts as well as their present fears, doubts, suspicions, and ultimately, the threat to an entire city.

**cyberpunk business card:** *The Swedish Microchipping Phenomenon* Moa Petersén, 2019-09-16 This book maps the discourse around the Swedish phenomenon of microchipping humans. With help from a theory cluster of different theories on human-technology relationships, the author explains different perspectives present within the discourse.

**cyberpunk business card:** *Chromed: Restore* Richard Parry, 2019 It's 2150AD. Uplinks don't just connect us. They control us. Mason Floyd is lost on a dying world, his bionics failing, his battle against the ruling elite burning out. Back on Earth, off-grid rockstar Sadie Freeman is on a hopeless mission to resurrect the dead. But the world hasn't waited for them. HumanE has declared all-out war—and they don't need armies when they can turn all of humanity into one. Through the uplink, they can reprogram minds, creating a limitless number of perfect, obedient soldiers. To stop them, Mason must discard the corporate protection that's kept him alive, leaving him vulnerable and hunted. Sadie must embrace the system she's fought against her whole life, selling her soul for the only chance at victory. As the streets of Seattle erupt in violence, they're fighting an unwinnable crusade: they must save us from ourselves. If they fail, the corps won't just win. Humanity will be overwritten. Megacorps. Cyborgs. AI. Gene-spliced monsters. Syndicate enforcers. Off-grid illegals. Supersoldiers. Rock music. Violence. Einstein-Rosen bridges. Liquor. Enhanced reflexes. Power armor and energy weapons. Full-body replacements. Swearing. Mind control. Telekinetics. G-Men. Drugs. Neural links. Orbital cannons. This is cyberpunk.

**cyberpunk business card:** *Rewired* James Patrick Kelly, John Kessel, 2007-10-01 Cyberpunk is

dead. The revolution has been co-opted by half-assed heroes, overclocked CGI, and tricked-out shades. Once radical, cyberpunk is now nothing more than a brand. Time to stop flipping the channel. These sixteen extreme stories reveal a government ninja routed by a bicycle repairman, the inventor of digitized paper hijacked by his college crush, a dead boy trapped in a warped storybook paradise, and the queen of England attacked with the deadliest of forbidden technology: a working modem. You'll meet Manfred Macx, renegade meme-broker, Red Sonja, virtual reality sex-goddess, and Felix, humble sys-admin and post-apocalyptic hero. Editors James Patrick Kelly and John Kessel (*Feeling Very Strange: The Slipstream Anthology*) have united cyberpunk visionaries William Gibson, Bruce Sterling, and Pat Cadigan with the new post-cyberpunk vanguard, including Cory Doctorow, Charles Stross, and Jonathan Lethem. Including a canon-establishing introduction and excerpts from a hotly contested online debate, *Rewired* is the first anthology to define and capture the crackling excitement of the post-cyberpunks. From the grittiness of *Mirrorshades* to the Singularity and beyond, it's time to revive the revolution.

**cyberpunk business card:** *The Electric Sheep Massacre* Austin Dragon, 2017-05-31 The Cyberpunk Detective Series Goes to London! But in *The Electric Sheep Massacre* does our detective come back? And, is that before or after someone tries to kill him in the world of virtual reality?! *Liquid Cool* is the action-packed (and funny), debut cyberpunk detective series. *Liquid Cool* is Blade Runner meets the Maltese Falcon. In the next installment of the sci-fi/cyberpunk detective series, author Austin Dragon takes our private detective from the wild, concrete wastelands outside the supercity Metropolis across the Great Ocean to London Prime (that's what they call it in the future) to the most dangerous place in the world—virtual reality, where all of a sudden people are killing and dying. It's the cyberpunk novel reimaged—an ever-rainy world of colossal skyscrapers, hovercars, flashy neon streets, and futuristic mechanization. Metropolis isn't a bad place, but it isn't a good one either. Uber-governments and megacorporations fight for control of the fifty-million-plus supercity, but so does crime. Welcome to the high-tech, low-life world of *Liquid Cool*.

**cyberpunk business card:** *Cyberpunk* Katie Hafner, John Markoff, 1995-11 Using the exploits of three international hackers, *Cyberpunk* explores the world of high-tech computer rebels and the subculture they've created. In a book as exciting as any Ludlum novel, the authors show how these young outlaws have learned to penetrate the most sensitive computer networks and how difficult it is to stop them.

**cyberpunk business card:** *Savage Bytes* Sarah Makela, 2015-01-20 If Ian and Hannah don't work together, they may be torn apart... Private investigator Hannah Franklin has a new partner, her lover and technomage, Ian Bradley. But they may be in over their heads when brought in by their friend from the hospital to quietly solve a case that baffles even the police. The victims are being murdered in a ritualistic fashion with their blood drained and organs removed. When Ian's attention narrows solely to their work, he'll need to keep their relationship strong, or he could find himself repeating a painful past.

**cyberpunk business card:** *Material Culture in America* Helen Sheumaker, 2008 You can tell a lot about people by looking at their stuff - the things they make, process, and value. That is the idea that drives the field of material culture, in which scholars explore the meaning of objects of a given society. This book is the first encyclopedia to look at the study of material culture and what it reveals about life in the United States.--Jacket.

**cyberpunk business card:** *Beyond the Deck* Shelly Jones, Matthew Wilhelm Kapell, 2023-08-08 Since its debut in 1993, *Magic: The Gathering* has grown to be an influential collectible card game, allowing its community of loyal fans to duel each other while enjoying its lore and compelling narratives. This collection of essays focuses on *Magic* from a variety of disciplinary approaches. Authors explore the innovative game design of *Magic*, the ludic differences between analog and digital play, how players interact with the MTG market and one another, professional play versus casual play and the many ways *Magic* has impacted gaming.

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