

Gibson (1)

1948	b. SC Norbert Wiener, <i>Cybernetics</i> (MIT Press)
1962	Cuban Missile Crisis: world doesn't end
1967	moves to Canada to avoid Vietnam draft
1969	first ARPANET computers connected
1972	<i>Pong</i> (Atari)
1977	BA, English, UBC Apple II personal computer introduced
1980	<i>Pac-Man</i> (Namco)
1981	" Johnny Mnemonic ," <i>Omni</i> (May) IBM PC introduced
1984	<i>Neuromancer</i> (New York; Ace; Hugo, Nebula)
1986	"The Gernsback Continuum," in <i>Mirrorshades: The Cyberpunk Anthology</i> , ed. Bruce Sterling (Westminster, MD: Arbor House)
1990	World Wide Web invented at CERN
2007	iPhone introduced by Apple

[Hard-boiled crime novelist Dashiell] Hammett may have been the guy who turned me on to the idea of *superspecificity*, which is largely lacking in most SF description. SF authors tend to use generics—"Then he got into his space suit"—a refusal to specify that is almost an unspoken tradition in SF... I think Hammett may have given me the idea that you don't have to write like that, even in a popular form.

(I have no grasp of how computers *really* work—it's been a contact high for me.) Anyway, it wasn't until after the book [*Neuromancer*] came out that I met people who knew what a virus program actually was.

William Gibson, interview by Larry McCaffery (1986), in *Across the Wounded Galaxies: Interviews with Contemporary American Science Fiction Authors* (Urbana: University of Illinois Press, 1990), 135, 136.

Cyberpunk [is], henceforth, for many of us, the supreme *literary* expression if not of postmodernism, then of late capitalism itself.

Fredric Jameson, *Postmodernism, or, the Cultural Logic of Late Capitalism* (Durham, NC: Duke University Press, 1991), ix, 419.