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Option: Literature

**The Essence of Cyborg Identity In William Gibson's Novel**

*Neuromancer*

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of the Requirements for the Degree of Master in Language and Culture

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## **Dedication**

This dissertation is affectionately dedicated to Allah who is my chief guider.I

dedicate it to my supervisor BOURAGAA Meryem.

To the souls of my beloved grandparents

To my darling parents

To my brothers Hamza ,Billel and Saif islam

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**-LABIOD Randa-**

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**Introduction:**

American science-fiction of the 1980's is a very technological genre that has portrayed the deep insertion of scientific and technological ideas which characterize such age of virtuality. Also, such a literature is based on digitalized data and complicated informatics which depict difficult narrative and mysterious plots; in which characters are neither humans nor robots they are Posthuman figures. That is to say, those new entities who may display various remarkable capacities that have opened certain critical and artistic discourses in the new era of the contemporary science fiction in the United States of America. It has been really interesting to study the nature of settings and characters of such a literary production of the cyberpunk literature. Indeed, this new literature challenges modern humanity and its existence in such a scientifically developed universe.

Moreover, Postmodernist era has called for newness and change, it has moved away from the traditional concepts of absurdity and skepticism of human's life and reality. It highlights the high technological dimensions and makes an end to the previous science fiction narratives. In fact, cyberpunk era has created an open space to express new and shocking ideas which are revealed through stories to explore both the possible and the illogical results of science and technology in relation to men's future existence. Though, postmodern age has influenced many writers who started to express their sensibility and deep feelings maybe because of their life experiences or the impact of technology thus; their aim as authors is to answer many questions through science fiction writing.

The main purpose of this dissertation will expose the essence of identity in cyberpunk genre by taking William Gibson's novel *Neuromancer* (1984) as the first cyberpunk work .Actually,

this work will attempt to answer and explain to what extent high technology can reshape human's life and existence. It will examine the nature of characters in cyberpunk fiction which are already coined by theorists as cyborgs. In other words, by defining the cyborg entity and relating him/her to the unique physical milieu of such a literature that is called Cyberspace. The novel portrays the story of a very advanced world, where nature has unified with technology. Case the protagonist is a talented hacker who is now a free cyborg wondering in cyberspace searching for his lost self and seeking better life condition. The hero suffers after being manipulated for a long time by cybernetics entities which has exercised warlike digital battles through him and applying various medical operations to his robotic body. Case is called "the thief" who has many male and female friends who are both invented and manipulated by mysterious powers in a digitalized environment. Throughout the events of the story Case passes through many difficult stages and experiences to understand his character and identity in that mechanical life of Chiba city capital of Japan. In fact, technology and human body as well as the virtual and the real become one entity so that; people are no longer able to differentiate the world or the meaning of their lives.

William Gibson is a well-known American Canadian author who was born on March 17, 1948 in Conway, South Carolina. Gibson lived in Southwestern Virginia he left his high school in 1967. Later his family went to live in Canada. William got his B.A. degree from the University of Columbia, he wrote many stories at the beginning of his writing career such as: *Johnny Mnemonic* (1981) and *Burning Chrome* (1982) but he became very popular after the publication of his first novel *Neuromancer* (1984). He is the founder of the cyberpunk literary movement. Therefore, cyberpunk narrative is characterized by dark and negative visions about the future. It flourishes because of Gibson's introduction of the concept of cyberspace a simulated

reality of computer programs, which foretells the invention of the internet and the current world of information and technology.

This study will investigate the essence of identity in cybernetic novel *Neuromancer* through examining semi-robotic characters that stand in the face of high technology, low life and misuse of power. Those cyborgs are of different representation because they are self-lost and self-hatred between: Nature/Technology, Reality/ Virtuality and Mechanic/Humanity .Similarly, they struggle in all possible ways to quest their lost identities during the course of different events and stages they passed through thus, each character is to succeed in a way or another to understand his identity. The questions that will be answered in this work are: What does the cyborg character look like? How does technology dominate both human body and mind? To what extent are both the artificial and the natural fused in cybernetic literature? Does cybernetics blur the distinction between the real and the virtual? To what extent are the cyborgs representatives of literary characterization?

In order to tackle such a theme, an eclectic approach will be used to deal with the novel as a cyberpunk work which displays a set of philosophical, literary and cultural theories at the aim of defining the postmodern digitalized context of high technology and threatened humanity. Theories like: Postmodernism, Marxism, Posthumanism will be used to analyze and examine the individual characters as cybernetic entities in the middle of a mechanic life, which are applied to deal with the different environmental ,contextual physical and psychological aspects of the cyberpunk literature. More specifically, theories introduced of postmodernism by Frederick Jameson will be used to examine this new literary genre with respect to the Marxist theories that will be of great use in studying this genre of science fiction in order to understand the recent dominant ideology of technology in cyberpunk dogma and to situate the ultimately developed

setting of this literature to the recent era of the postmodern context and explains the actualities that are portrayed by the author in such complicated difficult ways. Also, theories of Donna Haraway the cyborg's critic will discuss the female cyborg entity in this case study to determine the different traits they may encounter in such cultural context .Besides, Post-humanistic philosophy will be used to understand the context of the novel in which machines are dominating people and reshaping their identities that resulting in posthuman figures.

This thesis will be divided into two chapters .The first chapter will provides a theoretical background of science fiction literature and its characteristics. It will discuss Hard Science Fiction then paving the way to Cybernetic narrative. Next, It will examine the nature of cyberpunk genre to define the new characterization ordained by the postmodern technology specifically,the notion of the cyborg identity. Whereas,the second chapter will analyse *Neuromancer* as a cyberpunk novel that displays different features of Hard science fiction basing on Baudrillard's concepts of simulation and virtuality. Besides, it will emphasize on the cyborg identity as a new representative character in science fiction novel through tackling the issues of existence, essence and heroism in the novel. For this reason, this cyborg identity is just an outcome image of postmodern theories of the virtual.



## **Chapter One: A Theoretical Perspective:**

Science fiction literature is a genre of writing that incorporates scientific and technological elements in the narrative. It denotes the impact of science and technology upon humanity due to the recent innovations in different technical fields. As a matter of fact, this literature aims to answer scientific questions and to exceed human's mind boundaries. It prepares the mind for illogical changes and imaginary visions based on speculative perspectives. Besides, it highlights future possibilities that humans are able to manifest in existence. Therefore, a great number of writers have introduced the science fiction genre of writing to open more narrative portrayals for their different views about scientific developments. Moreover, this chapter examines science fiction writing and the nature of its developing narratives in the shadow of defining new elements like the Cyborg and Cyberpunk. Subsequently, the cyberpunk fiction portrays narratives which demonstrates mechanic characters of free will and determination, because the notion of identity is problematic in the postmodern context this writing aims to understand the concept of semi-robotic characters or the cyborg entities in that mechanic milieu.

### **1. Science Fiction as a Literary Genre:**

Meanwhile, many writers have expressed the impact of technology on human's in different works of science fiction literature ;in which they sometimes really predict some aspects of the future. Yet, authors write about different themes and topics that express their way of thinking such as: life and identity. In addition, most of those works question humanism and define a certain and different life style based on hyper-reality and simulation to explain the virtual and the unreal. In fact, science fiction literature plays a significant role in portraying some future events, glorifying other technological and scientific advancements, and mainly paving the way for new forms of narratives and stylistic genres to appear. Generally, science fiction narrative is situated

in a near or far future settings that demonstrates different possible temporal locations for human entities to test all existence in terms of physicality, mentality and emotionality. Although, there has been a debate to agree on a single definition of what science fiction exactly means because many theorists and critics have offered various definitions to science fiction.

The American writer David Porush discusses the deep influence of technological innovations on humanity. He states that such machinery context is a new actuality that drives all people to a future of newness and menace so that, the role of most of science fiction literary works is to create something new. According to Porush this shared use between technologies and 'hard' science fiction explains that the job of this fictional narrative is to 'reimagines, reprojects and retraces' the boundaries, the limits and the possibilities of men's through creating fictional stories about the current technological inventions (qtd.in Slusser and Rabkin 170) . Actually, technology is viewed differently it helps human's to understand their being differently. So far, science fiction narrative offers to the reader new actualities which are environments of networks and mechanic worlds which will reshape every aspect of human's life.

The critic Fiona Kelleghan defines science fiction as a literature that cautions people from the future, its possibilities and what it will bring due to its technological advancements and complications (9). Anyway, the majority of science fiction stories portray a terrifying and different future's visions different from what people have hoped for and dreamt of .Also, science fiction 's plots are somehow different from the present and the past where human's used to live. In this light, authors attempt to visualize different worlds based on imagination and sensibility to express their fear from massive scientific development. Nowadays, humans are familiar with those devices of virtual world for example, the current virtual video games, the new electronics machines, robots, networks...etc. However, men's are still dreaming of invading the space to

search for new existential dimensions. Precisely, science fiction literature may sustain an escapist gateway for both characters and readers to avoid the threatening status of the recent technological progresses; an admired well-read refuge literature for postmodern community.

Science fiction stories are set in a fictional world that is sometimes new or strange to the reader due to the scientific innovation. In other words, the science fiction narrative is a speculative literature that is based on imagination through surprising the readers with magnificent telling. So far, this does not end in literature it attracts media too when many scenarists have been influenced by science fiction themes such as: Time and space travels, invading new dimensions..etc. As a result, the number of movies, series, and media production have increased enormously. Indeed, the critic and novelist Adam Roberts in a book entitled *Science Fiction* he defines science fiction as : “ narrative that elaborate some imaginative or fantastic premise, perhaps involving a postulated future society, encounters with creatures from another world, travel between planets or in time”( Science fiction 1) .In other words ,it is an imaginative fiction based on presumable scientific advancement in the future set in other strange planets and involves space or time travel which creates a fantastic narrative.

In this regard, the professor John Reider in his critical essay *On Defining Science Fiction, or Not* starts by asking questions of what Science fiction exactly means and he concludes by defining science fiction as the combination of ‘Science fiction’, ‘Sci-fi’, and ‘Speculative Fiction’. He claims that it is an umbrella term that is very wide because all the terms discussed above are turning around the same corner. Besides, they share some historical differences but those terms are not synonymous because each and every term belongs to a different discipline with different goals direction and ‘Science fiction’ is the most popular especially in the academic fields (7).

However, it remains problematic and controversial to agree upon one definition of science fiction literature because it depends on how writers, critics and fans perceive and understand the science fiction writings and its genres .However, the development of science fiction has provides a new type literature that is the speculative or the futuristic literature. Each writer and scholars defines science fiction from his /her point of view, personal experience and his/ her own culture.

Actually, most offered definitions of science fiction turn around one circle that is science and technology but ,it depends on how authors have portrayed their attitudes in distinct literary works. In addition, the science fiction literature branch has had a great effect on human's life and perception through time. Therefore, this change is tied to the scientific and technological progress upon human's existence and how technology is really considered as a threat to humanity because the world is evolving not only in terms of advancements but also in terms of ideas ,concepts .For example people used to believe in stories which sound now familiar and popular or maybe they used not to accept it but they now tolerate it such as: Visiting the space , the existence of other living creatures on far planets, replacing human body with mechanical organs including: legs and hands,cloning..etc.

Science fiction literature has been highly affected by scientific discoveries and new invention those writings may reflect the support of such advancement on one hand, while on the other hand other pieces of writings clearly show the threat and the danger of such technological development on human's nature, world and race. So far, it is important to highlight the historical background of science fiction narrative and its origins because of its rich history which have helped in shaping its success in the present days.

According to Roberts in the book entitled *The History of Science Fiction* he stated that the origins of science fiction narrative started from to the Greek epic . However,most of the stories

were about natural phenomena and myths. He added that the Greek writer Lucian Samosata's novel was the first science fiction novel because most of his works were about visiting the moon (The History of Science Fiction 27). Then, the narrative at that era had moved to religious writings about visiting the universe and having divine powers. Meanwhile, many literary works shared similar ideas and topics. Roberts added that the sixteenth and early seventeenth century marked by the move to spiritual and romantic writing which were popular and enjoyable (28).

Afterwards, science fiction in the 1700's or the enlightenment era was considered an offspring for science fiction literature. It characterized by the move to prose writing which were later renewed in the eighteenth century in many works. As a result, the tensions between the fantasy genre movements and science fiction writers have increased among the remarkable topics like: Extraordinary trips, sarcasm and other different interesting subjects. Anyway, this development in science fiction narrative helped in the rise of new genres such as: Gothic novels and historical writing so; among the examples of the early nineteenth century works like: Mary Shelley *Frankenstein* (1818), Edgar Allan Poe and especially H. G. Wells works such as (1983) *The Man of the Year Million* (Thomas 30).

Besides, the shift to historical writing was due to the advances in science, technology and industry .Numerous authors had exceeded the usual boundaries of the previous writing because of many historical events that inspired them. Consequently, writers found their way in science fiction writing to express their anxieties, losses and hopes for the future generation. Correspondingly, their major fears were obvious such as: Civil wars ,corrupted governmental systems, dictatorship ...etc. Thus, they trusted only their narrative. Next, the turning point of the nineteenth century witnessed a technological and economic booms .It characterized by a big challenge in terms of creativity by focusing on biology ,chemistry and other scientific fields.

Meanwhile, science fiction literature flourished since the nineteenth century so this was highly resulted to the advent of magazine or what had been called the magazine or Pulp era. A significant period that shaped science fiction literature and predicted the genre's future success, popularity as well as diversity from the others sorts of creative writings.

Accordingly, science fiction during this Pulp era became more popular since it tackled social issues. The writers Keith Booker and Anne Marie Thomas argued that the pulp 's era huge success began with the publication of the series of *Amazing Stories* in 1926 by the famous editor Hugo Gernsback (Booker and Thomas 7). For sure, the emergence of short stories helped successively in the popularity of the field on one hand, which fascinated, attracted critics and writers on the other hand. Consequently, more magazine production and writing creativity increased because science fiction became more popular since it dealt with societal problems. Nevertheless, Roberts added that the pulps worked as a bridge between science fiction and other sorts of media ( *History of Science Fiction* 184 ).

Afterward, the publisher John W. Campbell and many other intellectuals had named the late pulp science fiction the Golden Age or later pulp era. It started almost from the 1940's to the late 1950's. With regard to the name Campbell ,who was considered as one of the major and influential editors of the late pulp era .His work helped enormously in shaping the genre future's orientation (Booker and Thomas 7). Similarly, the Golden Age literature dealt with a technology of civilization. This age predicted and hoped for a better future for humanity through writing about visiting other planets, stars and universe explorations using technology of high speed. Among the famous writers of the Golden period such as: Isaac Asimov and Arthur C. Clarke and others who became popular years later for audiences and editors. In fact, this era probably made

science fiction special of its kind because its uniqueness lied on how it broke down the old boundaries of science fiction writing and showed that humans were able to go beyond the limits.

Following, science fiction narrative differentiated itself as a genre in the Golden Age by extremely focusing on social and political problems rather than on the literary production (Thomas 24). Indeed, Booker and Thomas argue and insist on the role of science fiction played in making a 'culture' for audiences of 'high' literature it became popular because it opened doors for fandoms and authors to gather and discuss their ideas and expectations (8). Although, most of the science fiction works talked about disasters and the end of the world, a third world war because they were afraid of international wars so they used science fiction writing as a tool to express their ideological conflicts.

Science fiction plays with the idea of speculation about human future .Particularly, It tackles the threat of technology on men's race and on identity as well. As a matter of fact, its development as a literary genre has helped enormously in paving the way for many sub-genres to appear. Furthermore, Hard Science Fiction is one of the new sub-genres a very popular style enjoyed by fandoms all over the world. Accordingly, the huge technological advancements in many fields such as : Space race and the first space adventure by the Soviets and the Americans to the moon thus, this creates and attracts many science fiction writers who come up with new ideas which influence people ,scientists who have been expecting that humans are able and capable of invading the space. Unfortunately, it has failed because of many financial and technical problems and it has declared that those space explorations are only for security reasons. As a result ,the Golden Age holds a very positive attitudes that sound hard to be real and Hard Science Fiction writing reacts and asks for exceeding boundaries .Therefore, this progress is referred as the New Wave which starts from the 1960's and 1970's an opposing period against

the Golden Age .Despite that, the Golden Age literature has succeeded through dealing with social and political issues.

In this regard, hard science fiction is a branch of science fiction that stresses and emphasizes on scientific correctness and exactness .Actually, this sub-genre of science fiction stresses the importance of the scientific truthfulness thus; among the authors of this new movement: Alfred Bester and Philip K. Dick are examples of influential authors in the European and the American worlds as well.In the United States the appearance of the New Wave is tied to 1967 's publication of the anthologies by Harlan Ellison *Dangerous Visions* in (History Of Science Fiction 252). But, those works do not only attracted more fans but also have tackled new topics especially cultural and political issues. The focus on the process of technological development but with a very pessimistic views because of the failure of invading the other special dimensions. Moreover, the new wave or Hard science fiction era notices a huge wave of political changes for example: The civil rights movement, decolonialization...etc.

Nevertheless, hard science fiction is famous with its emphasis on accuracy of the stories which are almost near to the reality. In this light, many critics oppose hard science fiction ideas as the science fiction critic Stanley Schmidt who states:

I'd like the term 'Hard SF' to go away. Too many people use it to mean something much narrower than what I mean ... is simply fiction in which some element of speculation plays such an essential and integral role that it can't be removed without making the story collapse, and in which the author has made a reasonable effort to make the speculative element as plausible as possible (qtd.in James and Mendlesohn 186 ).

This quote shows the importance of the elements of hard science fiction genre in making the story more real and possible ,it illustrates the difficulty of dividing Hard Science Fiction as a



separate genre from science fiction branch. Because each and every part of this literary fiction connects the remaining parts of the story so that it sounds almost real. In spite of that, the theorist Cramer adds that hard science fiction is different from other subgenres in terms of style and creativity. The debate among writers on the meaning of Hard science fiction is problematic it depends on the topics, attitudes, and ideas being discussed but this will result in its success as a new branch that is unique and different from the other branches ( qtd .in James and Mandellsohn 186).

To be more precise, there has been a disagreement between science fiction authors and many critics on the originality of Hard Science Fiction as a branch of science fiction and its deep relation to science . In this regard, the writer David Hartwell proposes important criteria for recognizing hard science fiction : First, hard science fiction is about the best way of delivering and describing the scientific truthiness of the work ;in other words it is about the authenticity of the scientific results represented in fictional pieces .Second , it lies on the influence on the reader who feels the scientific truthfulness of the work that is depicted in a way that is strongly believable. Third, hard science fiction is not only about pieces of narrative in papers is about to what point the writer is successful in describing the reality of such a work in front of the eye of the readers. Forth, the aim of hard science fiction is to inform about scientific possibilities and future achievements (qtd.in James and Mendlesohn 188). In other words, Hard Science fiction is based on the necessity of the scientific correctness of the presented ideas and information in a fictional setting and about the impact on the readers too.

## 2. Science Fiction in American Context:

The twentieth century has noticed big scientific and societal challenges which have changed every aspect of individual's life. Specifically, the postmodern era which has fascinated human's in terms of new innovations and technological discoveries. Though, it has inspired science fiction writing with a new, speculative and futuristic views through portraying the danger of science upon human race in general and the future possibilities of technology upon the American society in particular especially after the economic and industrial booms. However, the economic boom at that period has influenced many current science fiction writers including :William Gibson 's the famous American author. In this light, professor of English literature Bran Nicol states that "postmodernity is the era of the 'space age', of consumerism, late capitalism, and, most recently the dominance of the virtual and the digital"(2). Those technological advancement such as media and informatics systems have paved the way the rise of a materialistic society attracted to objects and machines ,where men's find themselves being tricked by the new discoveries thus, technology has indirectly colonized their minds .

Besides, this technological challenge is present through different sorts of communication like: The internet, TV programs and advertising .On one hand, technology facilitates human's life conditions they are more conscious about their situation .On the other hand, it manipulates their minds in a way or another it changes their behavior ,attitudes and personalities. Hence, people are now passive and addicted because scientific innovations have widened the gap between the virtual and the natural worlds in terms of human's interactions and perceptions.

The postmodern Marxist Frederic Jameson sees science fiction literature as problematic because it defines a new age of media and virtuality. Jameson's views technology as the dominant ideology which influences human existence. Besides, it predicts and depicts future

fears of the totalitarian capitalist societies .He focuses on the negative side of the utopian vision of the capitalist society by confirming that science fiction literature is of dystopian visions. Jameson discusses the issue of representation in the contemporary society because of the widespread of new technologies, economic systems and the outrage of media new realities are interwoven to portray a new vision of humanity. Furthermore, this subjugate humanity is tied to science and technology or the recent dominant ideology of the postmodern world. The recurrent narrative that will be used to represent reality is science fiction due to” high technology paranoia “(38). Jameson calls this high technology in which the systems of universal computer networks which are connected in a confused manners with an independent and numerous ‘information agencies’ interconnected complicatedly in a way which exceeds the dimensions of the ordinary human’s mind (38).

Jameson calls this period of crazy media a movies production and cyberpunk fiction writing due to its contemporary context and nature. So far, he adds that this era is a community of opened markets and a consumer society thus; it is a period of technological ideology that sets certain virtuality based on the hyperreal already claimed by Jean Baudrillard and Francoi Lyotard who define postmodern condition as a period of the vidual and the higly hyper-real universe. Jameson asserts that the Marxist theories address many issues in the American societies not only religious matters but also societal ones , it is portrayed in films which depict fears and political concerns especially after the cold war and has delivered cultural meanings too ( 84). Hence, he describes the late situation in the USA as :”This is also, of course, the period of the classic science fiction films, with their more overtly ideological representations of external threats and impend-ing alieninvasions“( 283).He means that those movies address philosophical, sociopolitical perspectives of the American public views by clearly portraying their fears of

outsider dangers or foreigner attacks. He insists on perception rather than historicity, history which represents past and present is being reviewed through the new ideological dogma ,and goes to discuss the issue of representation in the late capitalist society because of the wide spread of new technologies, economic systems and the outrage of media (284) When new realities are interwoven to portray a new vision of humanity a subjugate humanity to science and technology that is the recent dominant ideology of the postmodern world .

The postmodern theory introduces many themes and issues to the genre of science fiction literature of the postmodern society. It flourishes and opposes the modern movement to represent a new vision of human's life. The French philosopher Jean Francois Lyotard in his 1979 book *The Postmodern Condition* confirms that "postmodernity is not a new age, but the rewriting of some of the features claimed by modernity, and first of all modernity's claim to ground its legitimacy on the project of liberating humanity as a whole through science and technology"(65) thus, the postmodern era is considered as a spectrum to modernism trough taking science and technology as essential way to release men from past events.

Postmodern writing portrays men's struggle for identity in a world that is full of illusions and images. A world full of wars and ideological conflicts of post Second World which shows a deep dominance of technology upon humans. Besides, it depicts to the reader the deep suffering and the fear of a technological future that will change the world .So far, this is the basic idea of the postmodern authors who see the world always in a process of change and humans are in deep search for truth. Actually, writers start to discuss the issue of identity and deal with individual perception of life they claim that life is absurd and meaningless and humans are just a subject to technology. As the writer Sherryl Vint who asserts that: "One of the central features of postmodernism is the fragmentation or decentering of the subject, who is now understood as

subject to language and other discourses of identity that precede the individual rather than autonomous author of his or her own stable and coherent identity” (4) .Therefore, the character in postmodern literature becomes an object without feelings or consciousness and this prompts his individuality and disintegration. For him the world has no sense and there is no difference between past present and future since they embody absurdity and meaninglessness.

Accordingly, a new age for science fiction literature is to emerge with many American postmodern writers of postwar and the economic, technological boom in the western world they portray the daily issues of the American society such as: Philip Dick, William Gibson and others. Their main writing are about wars and insecurity, uncertainty and absurdity . In this regard, the American author William Tierney writes: “Postmodernists work from a sense of identity that is fractured and splintered rather than cohesive and unitary”(362) yet , the American writers are highly affected by the horrifying, shocking and avoidable massacres that shake the cosmos, and which impel them to write with fragmented personalities. American science fiction writing becomes the common writing genre in postmodern era because of the successful technological development and the emergence of new scientific fields and theories. As a result, writers pay more attention to creativity by attempting to find new ways of expression, and write about world destruction and the suffering of war experiences, the impact of technology which has paved the way for a new interesting genre to appear that is called the Cyberpunk literature.

### 3. Cyberpunk Literature:

The cyberpunk genre has gained a higher status in the postmodern era because it is a new genre of literature that has postmodernist principles. In other words, Cybernetic literature shows the dark and the doubtful nature of the technological milieu. The theorist Noam Cohen states: “Cyberpunk consciously rejects more traditional notions of the novel, which it considers to be culturally contingent limitations of the genre that have become hopelessly outdated in the face of a highly technologically mediated world which the traditional novel is no longer able to represent“(126). In fact, this new genre succeeds in depicting the dimensions of technology a job that other genre failed to present. Anyway, the idea of the threat and the danger of the technological advancement is found almost in all works of the cyberpunk literature. Actually, authors believe strongly in the possibility of the existence of artificial worlds because of the misuse of power and technology in their real world. Instead, they built stories upon the idea that the artificial space helps human’s to escape the danger of machines and advancement on one hand and , it threatens their real life, real identity because they will be far from their natural existence step by step on the other hand.

Consequently, men’s are to lose the meaning of their existence and their real significance. Therefore, the American postmodern literature attempts to portray the impact of development on their lives. It tries to depict how technology has forced and manipulated people life, minds where the individual feels the meaningless of his existence and questions everything around him.

The cyberpunk literature comes as a reaction to the New Wave movement. But, it is different from the latter because the Hard science fiction period stresses the scientific truthfulness while the cyberpunk narrative almost holds a negative and dark visions about the future .So far, the cyberpunk era of the 1980’s witnesses a huge technological boom at that time the computer and

the internet have emerged. But one should note that the computer has not been widely used in comparison to the present days. Also, writers have been influenced by different sorts of machines which have inspired them through creating a space to reveal their expectations, views and predictions.

The origins of the cyberpunk literature are stated by the British author Danni Cavallaro in her book *Cyberpunk and Cyberculture* she states that the origins of the cyberpunk genre are not literary .Because, the word ‘cyber’ in cyberpunk refers to science that is to say that the relationship between humans and machines contact which is the core of cybernetics science. Adding that the term ‘cybernetics’ was introduced in 1948 by the mathematician Norbert Wiener in a book entitled *Cybernetics, or Control and Communication* the word Cybernetics derives from the Greek word kibernetes, which means ‘steersman’ emphasizing the idea of maintaining ‘steersmanship’ rather than of ‘dictator-ship’(12).

Actually, the basic idea of the cybernetic literature is to highlight the relation and the interaction between the human body and machines. In addition, it opens doors for exceeding ambiguities and breaking down the old boundaries of the traditional views. On one hand, cyberpunk authors depict an enhanced human who is in a better position than the real person, but only in terms of body modification and in rare cases is to function like an ordinary person. On the other hand, this semi-robotic is seen as an object which is controlled by other computer programmed entities at the level of his nervous systems.

According to the scientists Manfred Clynes and Nathan Kline the word Cyborg is an abbreviation for cybernetic organism refer to “self-regulating man-machine systems”(30) they want to defend the idea of a human’s being ability and capacity to survive in space. In this light, the two scholars defend in their paper entitled “Cyborgs and Space” the claim is that there is a

possibility to create an enhanced human because of the fast advancement in science , technology and space race too. Up to that point, the concept of the cyborg begins to spread within the Western thinking as a combination between human and machine system thus, it exists nowadays because many people have inserted artificial organs to replace their natural body part in case of accident or illness. So far, the cyborg functions like a bridge between the human mind and the systems or informatics. As a result, this will create a new dimension for human's who are always dreaming to visit the moon and the other planets, they are seeking immortality too. So, it will be easy for them to travel from within the human mind and consciousness using advanced technological tools.

The contemporary culture conjuncture in which the body and technology are conjoined in a literal sense where machine assume organic functions and the body is materially redesigned through the application of newly developed technologies .The exercise of scientific biopower as the cyborg feminist writer Donna Harraway calls “informatics of domination” (Manifesto 463). Since the advent of technology changed the culture of humanity while some prefer a normal body and an ordinary life, others want more they prefer to merge with technology to be enhanced as in the stories they used to read. Furthermore, the author Anne Marie Balsamo discusses the nature of cyborg character through a postmodernist analysis of the high technological context, she declares that by the end of the 1980s the idea of the merger of the biological with the technological has infiltrated the imagination of Western culture, where the technological human has become a familiar figuration of the subject of the postmodernity .For whatever else it might imply, this merger relies on a reconceptualization of the human body as a techno body (5).

The cyberpunk theory analyses, deals with works which portray advanced and dark future settings. While ,the cyberpunk genre celebrates the degree of technological progress at the same



time it shows the deep danger of such an advent. Actually, the cyberpunk literature tries to understand the gap between the artificial and the virtual worlds. Also, through analyzing the fictional characters of the fictional narrative and how they are able to live even when they are not purely natural humans. Basically, most of the Cyborg characters in the stories are alienated , marginalized and lost they fight to survive in harsh settings.

Consequently, those cyborg entities have a distinct identity thus, the issue of the cyborg identity is problematic because it exceeds the boundaries between human and machine in terms of natural, artificial body organs and virtual, real settings. Yet, it remains problematic to deal with the difficulty of understanding the cyborg characters in a digitalized context characterized by the newness and mechanic domination over human's life, beliefs and existence. However, this new character or entity is better than the human race in terms of skills and function. The scientific enhancement aims to improve human's race to show the possibility of those entities which are able to survive in a harsher and different worlds. But, they lack the human's total consciousness and self-complete understanding which are the basics of their existence.

As a matter of fact, the boundaries between human and machines are no longer closed because of the scientific and technological growth. This contact opens doors for more creativity and possibility of the resulting of the Posthumanist figure which confirms that idea of human's race and nature are evolving. Besides, the Posthumanism, in science fiction is a recent conceptualization which proves that humanity can be transformed or eliminated either by technological advances or scientific process. This reflects the western attempt perceptions through science fiction movies of robots and a world controlled by machines..etc. Actually, the aim of those movies is portraying the possibility of reshaping human's race and identity as well.

It is important to emphasize on the point that the cyborg character is different from humanity because the cyborg characters represents a gap between the real and the virtual in a new complex and mechanic context. Hence, the posthuman view configures human being so that it can be seamlessly articulated with intelligent machines. As the posthuman author Katherine Hayles writes: “In the posthuman, there are no essential differences or absolute demarcations between bodily existence and computer simulation” (qtd.in William Haney 2). This illustrates the deep contact between the human body and the machine so that it is hard to separate or differentiate between the two.

Haraway believes that the cyborg is a new “organism” lost between human and machines and that new “creature” is the result of the “social” reality in relation to science fiction narratives. She adds that all humans are cyborgs. Haraway defends the idea that the cybernetic organism really exists and it is not just the results of some fictional idea, rather it is the outcomes of technological and social growth thus, it can go beyond human boundaries. In addition, the cyborg identity presents a real and possible entity that is capable of changing human nature because both technology and humans are linked to each other ( Manifesto 456).

Moreover, the cyberpunk genre gives vision on the future with characterized by different life conditions this vision is presented due to ‘cyberspace’ this word was first used by William Gibson’s novel *Neuromancer* (1984). In fact, this virtual space has tricked men’s in relation to their existence and essence. Further, identity in cybernetic fiction is totally different from other science fictional genres here both reality and identity sound similar :” In some cyberpunk texts, people actually change their identities as easily as we would change our clothes.”(Cavallaro 15). The emphasis is that that the cyborg characters are unique of their kind ,they are struggling to find their identity in a harsh and corrupted world where technology changed their lives and

caused their lost selves and identities so that they have to equip with their environment condition on whatever mean.

Accordingly, the cyborg theory asks for exceeding the usual limits and refuses the old traditional views. As Harraway states that the cyborg creature is a combination of body and machine ,she calls for changing views and ideas of the western doctrines she asks questions about :”Self/Other, mind/body, culture/nature, male/female, civilised/primitive, reality/appearance, whole/part, truth/illusion” ( *Manifesto* 471). As she states that those binary concepts are challenged by science and technology which result in changing the nature of gender and sex in the terms of body ,mind and social relations.

The critic Fiona Hovenden in a book entitled *The Gendered Cyborg* she declares that: “Cyborg are the postmodern icons” (150). Suggesting that cyborg identity is the relevant representation of the postmodern science fiction character, one cannot imagine a literary cyborg character out of a Posthuman vision, a mixed being between body and machine; the character then is a semi-robotic cleverly challenging scientific entity. So, cyborgs are the outcomes of the postmodern philosophy.

Besides, the cyborg opens doors between human and non-human boundaries ,this virtual organism is the result of both the mixed reality and the scientific and social life in a digitalized context. This new entity has to have an identity in that harsh environment thus ,in examining the cyborg character to it is important to state that this character is the outcome of both the science fiction and the human reality. Further, the cyborg shows the struggle between human’s strength and weakness it threatens human boundaries .This is what characterizes cyborg posthuman identity ,independent entity, very intelligent , superhuman somehow, strong very advanced positive tips

for cyborg identification , negative alienation, confusion about existence, suffer from robotic manipulation.

The history of science fiction literature is rich through time the science fiction writing has moved through many important stages and significant events .As a result, those stages shaped the cyberpunk genre moving from early writing to historical and romantic prose to the magazine era until the Golden Age and its following period the New Wave or the Hard science fiction literature. In fact, one cannot say one era is better than the other but rather they are all of a great significance they have shaped the current science fiction production .For example ,many fictional stories from the past sound now real and plausible. Moreover, the cyberpunk era is a flourishing period for literature which major works have succeeded in portraying new dimensions to go beyond the normal and the natural. Actually, Cybernetic fiction questions human existence and portrays a total and different worlds to depict the future danger on human's life .Consequently, postmodernity as an age of virtuality influenced cyberpunk genre which sheds light a new representation through dealing with individuals who are lost; marginalized and hopeful for a better future.

## **Chapter Two: William Gibson's *Neuromancer* as a Cyberpunk novel:**

Gibson's masterpiece *Neuromancer* (1984) is an influential novel that represents a prototypical narrative of the cyberpunk literature, through which he introduces remarkable notions like cyberspace, matrix and cyberpunk contextualization to define a new shape to post-humanity that is called the cyborg. This chapter examines the novel as a cyberpunk narrative which emphasizes a highly technological, digitalized context. And discusses the new status of its characters who are reshaped in a mechanic way to overpass their humanity and to have a more virtual, artificial existence that opens deliberate humanistic and technological challenges. The present chapter includes two sections, the first one discusses *Neuromancer* as a cyberpunk literature which is based on the concept of Cyberspace, whereas the second section deals with the essence of the cyborg identity in the novel through studying its characters as new representations of the contemporary milieu, who manifest new existential traits and different capacities which entail a totally different narrative context.

### **I. Section One:**

#### **1. Cyberspace in *Neuromancer*:**

*Neuromancer* is a science fiction as well as the first cyberpunk narrative, the novel is set in a near future where humans live in huge groups or sprawls in unorganized buildings, in a world that is really terrible because of the spread of corruption and crimes in Chiba city capital of Japan. The protagonist of the story Henry Dorsett Case struggles to get money, he works as a hacker and considered as one of the best computer hackers or 'cowboys' (Gibson 30). Case is the best until he crosses the limits and commits the biggest crimes, he steals from his employers as a punishment or revenge they destroy his nervous system with poisons; now he is no longer capable of accessing 'The Matrix' (8). This loss causes a total depression for him. Yet, Molly Million another cyborg female character in the story who is engaged in this matrix situation, she

finds Case wondering in Chiba streets and thinking of suicide and helps him. Molly works with a mysterious leader named Armitage. Later, Case has a serious financial problems with Wage who is a serious criminal . Armitage makes Case an offer job through which he offers to cure his damage in exchange for using his skills as a hacker. Armitage reasons behind helping Case are ambiguous. Both Case and Molly start their job they are asked to steal information from a 'ROM drive'(46) that contains old information about past hackers together with the help of a gang team named 'The Panther Moderns'(34) .As a result, they discover that this Armitage is named Colonel Corto an old member of a group called 'Operation Screaming Fist'(22) .

Case group travels to Turkey to get the help of Peter Riviera who is a skilled thief. Suddenly, Case and Molly discover that there is a very advanced artificial intelligence named Wintermute created by 'The Tessier -Ashpool family '(43) , this entity tends to merge with its twin called Neuromancer to become a very advanced program that works better. Case's team goes to ' Villa Straylight'(46) which is a space colony to end their mission.Case accesses cyberspace but unexpectedly he is arrested by Neuromancer this entity tricks Case it creates a digital copy of Case's dead girlfriend Linda Lee but it fails because Case realizes that she is not real. On the going events, Riviera betrays his team and poisons Lady 3Jane who is one of the clones of the Tessier Ashpool family a rich family that own big companies and have all the security keys of the matrix network.Riviera orders 3 Jane to kidnap Molly. After that, Case escapes Neuromancer's trick and tries to get back Molly but he fails, suddenly 3 Jane shows compassion towards Molly and Case and helps Molly. 3Jane orders her bodyguard named Hedio who interferes and kills Riviera thus,.Case jacks into cyberspace with the help of Lady 3 Jane to unify the two artificial entities. As a result, Wintermute cures case's poisoned blood and the novel ends with Case restarts his life as a hacker.

In fact, this story belongs to cybercultural discourse through which it opens new definitions of the setting as well as characterization. In this light, Cavallaro states in her book's preface that: "Cyberculture, an environment saturated by electronic technology, and its fictional representation in cyberpunk compel us to reassess drastically ideas of time, reality, materiality, community and space" (Preface). *Neuromancer* is full of cyber-cultural elements such as: music, fashion, shopping, dancing in the arcade, hotel buildings and houses of mirrors..etc .Also, people in the story are obsessed to cyberspace it is their refuge and second land like: Case, Lady 3 Jane and Riviera thus, this is a story of the civilization of technology. As well, the huge technological progress reaches space orbital building for example 'Villa straylight', 'Free Side' are the names of space colonies are built in outer space because of the crowded cities; for example people in those space colonies plant trees and roses in their balconies even the environment is similar to the earth one. But, they are no longer recalling their home land because cybernetic culture has totally changed the course of their lives.

Besides, *Neuromancer* telling is situated in a hyperreal milieu where technology is the overwhelming commodity that determines a digitalized life marked by informatics and data calculations. So that, people are simply manipulated by electronic units which master such context of hyper-reality. Additionally, those artificial entities are playing with the events throughout the story they are able to change, recall and omit any virtual space at any time and place they choose .For this reason, Gibson's world is a world of screens ,virtual space and mirrors as Baudrillard defines it in his discussion about Postmodernism he says:

We used to live in the imaginary world of the mirror, of the divided self and the stage, of otherness and alienation. Today we live in the imaginary world of the screen, of the interface and the reduplication of contiguity and networks. All our machines are screens. We too have

become screens, and the interactivity of men has become the interactivity of screens ( qtd. Scott Bukatman 103).

Furthermore, the entire plot in *Neuromancer* takes place in 'The Matrix'(Gibson12) . The protagonist's job is to take data and attack systems using viruses, since he has been trained by the best hackers in cyberspace electronic field .Case is very talented in operating within the matrix he has an artistic mind. Gibson's shows a world where nature has been pushed aside that the city of Chiba is overcrowded and run by multinational corporations. Actually, this city is famous with technology, medicines and clinics but, it is really scary and full of gang groups, criminals and drug addicts. Though, the author tries to demonstrate that nature is limited and it is in the process of extension, this dystopian vision explains that the physical existence is tied to the idea of virtuality. Hence, humans left the world they were naturally born and prefer living in this artificial world, a world of virtuality of media and screens.

In addition, crime becomes a very normal job in this violent world for example: People die every day without reasons or explanations and sometimes they disappear .Because, nobody is watching neither them nor those who are responsible or government officials thus, the leading system in this dark future setting are the multinational corporation which are unbroken and powerful manipulating everything . As a result, the gap between poor and rich is wider. The political corruption is the result of the technological development because nature is no longer a real or an accepted thing for those humans. Yet, *Neuromancer* 's world is a world of a dead nature there few trees, no animals except birds and few horses for reason that most of the animals already vanished; for example when one of Case's friend asked him to watch a horse Case replied that he saw one before in a zoo while his friend is surprised because he has never seen one before.



Case's reaction after damaging his nervous system was very violent, he does his best to get a cure but he failed because those cures and advanced technological tools are owned by great companies and this reflects how badly science affects human's life. All his attempts to find a cure are meaningless. Further, the architecture of Chiba city is of different design because the older buildings have changed ; now humans are living in unplanned houses while others are living in undergrounds which are the land of black clinics and homes of criminals. Also , the city is also famous with bars, people are suffering and self-hatred they drink most of the time in bars owned by Japanese. But, the funny thing is that most of the characters wonder why they never hear a single word of Japanese language as Case describes his daily routines in bars. Chiba City 's names like: Ninsei, Chatsubo, Chiba...etc in the story are names of real places in Japan, many characters including Case questions its history, the city is old : "There were countless theories explaining why Chiba City tolerated the Ninsei enclave, but Case tended toward the idea that the Yakuza might be preserving the place as a kind of historical park, a reminder of humble origins"(Gibson 11).

Furthermore, the physical environment is being highlighted from the beginning of the story to introduce a sort of strangeness and menace to natural life, it is a milieu that influences its people, the space is dark and polluted as it stated in the first sentence of *Neuromancer* : "The sky above the port was the color of television, tuned to a dead channel" ( Gibson 1) .This City is impure because of big companies and chemical production, and because the air is dirty most of the population wear masks: " the sky was that mean shade of gray while other cities are totally polluted. As a result, "the air had gotten worse"( 14) .Also, in the story there is a description that the children of Japan are screaming and playing in the streets due to the fact that the Japanese

are the owners of the advanced black surgeries they are powerful and those children are feeling safe and protected.

Humans are addicted to the Matrix and Chiba city is developing a technology of cyberspace a virtual computerized program that manipulates the world. Also, the environment is full of mirrors and screens, huge number of people use computers to access the network to watch their memories, they find a refuge in that digitalized space. Further, this universe of informatics where the only matter is data and stealing information. “Cyberpunk presents a bleak vision of a future in which people are subjected to ruthless communications networks, are totally disconnected from one another and long to leave the body behind, yet are trapped in a physical maze of junk.” (Cavalero17) People are always holding weapons especially Case because the city is full of criminals, they don't trust each other and the real meaning of friendship has lost its value. Chiba is famous with boutiques when they can buy anything they want like guns and ROM drives. People in Chiba City are free to do everything they think of, they left humanity behind and went against the world they can do anything by killing people to get their money, they sleep in streets, they eat whatever they find to survive. But ,what connects them is the virtual world of cyberspace.

In fact, technology in the novel is what gives the cyberpunk strength and without it the story will be less attracting .Because, in this depressed society of Chiba city and other places some characters have installed mechanical organs to replace their natural ones in order to gain power or they will be marginalized on one hand .While others have already fed up of their real world .so that, they find their refuge in the artificial world on the other hand. Moreover, they are implanted with technology in their living parts like Ratz who has mechanical teethes that break anything he bites on. Another example is the bartender who has cybernetic limp :”It was a

Russian military prosthesis, a seven-function force-feedback manipulator, cased in grubby pink plastic” (Gibson 7). In this world there are no rules or laws to prevent or control the situation; it is a world of injustice and corruption those big companies are considered as wealthier thieves always seeking to take data and to hack programs, administration, and systems of other countries.

Drug addiction is an important element in the story because people fed up of their lives, a life that is hard, harsh and full of pain and corruption. Actually, most of the characters are drug addicts ,it is their way of escaping the problems in their everyday lives in that corrupted environment shaped by violence where human are killed and attacked almost daily in different ways. Consequently, the characters desire to suicide is present throughout the story they want to get rid of the terrible lives. A brutal life which they don't understand its source because is the outcomes of the technological advancement. One of the cyborg characters is Peter Riviera is a drug addict ,a hacker and a thief he serves Armitage to help Case continues his mission. Riviera is specialized in making people suffer in a way that make his victims in a worst situation ,he is talented in creating illusions.Later he betrays Case through poisoning Lady 3Jane but, he died by the end of the story. Another example is Case the main character is a drug addict from the beginning of the story till the end. In fact, his girlfriend Linda Lee is the one who introduces him to take drugs . Case likes to take cocaine because it helps him to access the matrix in a crazy and enjoyable way where he leaves his body in the real world ,and his enjoys accessing in the network through his nervous system.

Further, cyberpunk literature presents different visions of the future based on the extensive application of the idea of cyberspace, a term that first introduced in William Gibson's novel *Neuromancer* in which he describes the network or the matrix as a virtual world. Gibson's

description of cyberspace clearly presents the idea of simulation and virtuality as he states it clearly in the story :

Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts . . . A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the non-space of the mind, clusters and constellations of data ( Gibson 37).

This quote highlights that this virtual world is widely used by numerous users all over the world and its origins is of ‘children mathematical’ calculation; those illusions are kind of ‘consensual’ is being continuously shared by large groups of people. This sharing is achieved by transforming individual experiences into collective representations in this cyberspace everyone can access and share their ideas, secrets; they can express their feelings ,desires, adventures. But, they are stranger to one another and what connects them is the network or the global matrix, the good thing is that this virtual space is that it gathers all humans who are in real life passive and negative toward each other.

In his theoretical book *Cyberculture, Cyborgs and Science fiction ,Consciousness and the Posthuman* the writer William Haney declares :”Cyberspace refers not to real space but rather to the synthetic notional space of virtual reality, the computer generated environment of the internet that humans can enter through a computer or a virtual reality prosthetic”(34).In fact ,the matrix raises the conciseness of the users they can access things they want and they recall their memories ,a space in which they feel free and save far away from their hard world of crimes and sad reality.

Gibson says in an interview with McCaffery: "Everyone I know who works with computers seems to develop a belief that there's some kind of actual space behind the screen, some place that you can't see but you know is there" (McCaffery138). Gibson refers to the Virtual space inside the computers and within human's perception, this virtual world and their own real world. This simulated world has become real in the eye of humans with the advancement of technology over the years. Also, Gibson's definition of cyberspace sheds light on the fact that many of human's experiences, their daily activities are linked to information, environment of informatics because data is all the concern for humans, big companies own everything scientific tools and war equipment's thus; the main interest is to hack data from other countries so they it will be easy to control them. Case's obsession of the matrix explains to what point he enjoys jacking into cyberspace even when Armitage offers him the job he does his best to unify the artificial entities and helps to create a hyper-real program that has never existed before.

Moreover, Scott Buckattman a theorist of terminal culture defines two realities that distinguish individual experience in such cyberspace: "The screen operates as the frontier between two realities, physical and electronic. It is a space without center or ground, and with only vector-graphic simulation of perspective to guide a human eye that has suddenly become distinct from its corporeality, its spatiality, its temporality, and its subjectivity"( 25). This claim is strongly present in the story of *Neuromancer* because cyberspace functions as a bridge between the real and the artificial worlds, between men's body and brain.

*Neuromancer* depicts a world in which men are able to be in different shapes and their identity is manipulated by technology, for example: many characters in the story hope to change their bodies to gain more power and health and stand against aging such as: Julius Deane who is Case friend a 135 year-old a famous business man in Chiba city. Actually, Julius helps Case he

provides him with data through his sweet tooth :” His primary hedge against aging was a yearly pilgrimage to Tokyo, where genetic surgeons reset the code of his DNA”(Gibson 12) Julie has spent difficult injection and surgeries and special clothing treatment to stay young and immortal.

### **1. Hyperrality and simulation in *Neuromancer*:**

The postmodern French Philosopher Jean Baudrillard highlights the twin concepts of hyperreality and simulation by referring to the virtual world of screens which is a closer world to reality. According to the philosopher Jean Baudrillard, humans are living in a world controlled by ‘simulated experiences’ and those experiences are shared by men in sorts of ‘prepared realities’(Baudrillard3). Besides, when the hyper-real is entirely in simulation here the ability to distinguish the real from the simulated is hard because ,the virtual has become equivalent to the real , as Baudrillard goes to describe the period of postmodernism in the early twentieth century as an “age of simulations” (3).

Furthermore, Jameson has also called for Simulacra a simulation for reality rather than reality itself in a late capitalist society, which is in the process of losing its contact with the real world when humans are no longer able to distinguish between the real and the virtual. In this regard, technology can stimulate nature and make it appear real to man such as artificial intelligence that influences the characters’ perception of reality .For example in the story of *Neuromancer* humans are helping the two entities to merge Wintermute and Neuromancer but, those units are controlling and manipulating their lives which cause them a total confusion of their realities and extensive feeling of lost identities . Wintermute as a cyberspace dominating entity is controlling cyborg people like: Case, Corto, Molly ...etc. So far, in order to unify its twin and creates by the end of the story the ideal matrix Winetrmute ‘s desire to unify proves its intelligence on one hand and its ability to feel like humans on the other hand. In fact, an artificial entity similar to human’s

consciousness and feeling is something which machines are not normally able to have. For example, the discussion between Case and Dixie Flatline McCoy Pauley who is the previous teacher of Case after his death his consciousness has been saved into ROM, his digital copy helps Case and Molly to continue their mission it assists them in completing their mission later on in the novel:

“Motive,” the construct said. “Real motive problem, with an AI. Not human, see?”

“Well, yeah, obviously.”

“Nope. I mean it’s not human. And you can’t get a handle on it. Me I’m not human, but I respond like one. See?”

“Wait a Sec,” “Are you sentient or not?”

“Well, it feels like I am...” (Gibson 131).

This conversation illustrates that machines are able to feel like men thus, after unifying Wintermute it hints that Dixie is to live forever in the virtual space of Villa Straylight. Actually, Wintermute is created by the Tessier Ashpool Family but it aims to become a hyper-intelligent and self-aware program something that is prevented by the inventors. So, Wintermute has firstly started by Armitage who is Colonel Corto it fixes his damage after the war, plays with his memory and consciousness thus, this causes his madness and traumatization by the end of the story consequently, it kills him. Also, Wintermute has all the secrets it tells Case that Julie is the one who killed his lover. Besides, the twin entity of Wintermute does not want to unify because it stands as a secure entity and it has the ability to call back dead people and to copy their minds in RAM programs. Like this, Neuromancer refuses its twin’s desire because it tells that this unification will destroy its identity.

So far, Baudrillard states that : ” A simulacrum is a copy of a copy”(3) this copy can stand and even replace the original. For example ,when *Neuromancer* attempts to simulate reality it tries to trick Case when he jacks into cyberspace through creating a copy of his girlfriend Linda Lee. In fact, this virtual copy is the same as the real Linda but Case takes time to discover that she is not real thus, he blames the entity for playing with his emotions. Further, meeting Linda Lee is a good opportunity for Case to talk to her because she reveals many secrets. However, by the end of the novel again it hints that there is a digital copy of both lovers Case and Linda Lee they are to live forever in the matrix. Besides, *Neuromancer* setting is full of mirrors and lights they are the signs of the future for Gibson’s for example, the Jarre is “walled with Mirrors”(Gibson 9) and the network building is “mirror-sheathed” (43) here the mirrors are representing simulacra a world of mirrors reflects the simulation world of the matrix. In addition, Gibson’s narrative suggests the possibility of creating an artificial entities and virtual worlds which can replace both humans and real worlds.

**I. Section two:**

**2. Cyborg Identity in *Neuromancer*:**



*Neuromancer* portrays a world of cyborgs and depicts human's future intelligence in relation to cyberspace in a contemporary context. Also, *Neuromancer's* as a story shows the deep danger of the technological advancement on men's upcoming upon their body and identity. Since cyborg characters are just bodies which are manipulated by high neurotic systems which display various magnetic or digitalized functions. As Cavallaro states : "Cyberpunk characters are people on the fringe of society : Outsiders, misfits and psychopaths, struggling for survival on a garbage, strewn planet'(14). Actually, those characters show no more interest in their natural body they try to save an artificial appearance in order to cope with cyberspace conditions. Therefore, the natural body is neglected in such a novel like Case the protagonist of the story, Julie, Hideo, Lady 3 Jane and Molly and others.

Identity is something crucial because it shapes human's personality and without it men's lives and mentality are to be more confusing and puzzling. As a result, they will experience alienation and loss. Yet, Gibson's *Neuromancer* presents an image a postmodern struggle for identity in harsh and dark contemporary advanced technological society. Throughout the story life in the Sprawl is different from one character to another it depends on what they do to survive their properties and money they have, their appearance, clothing..etc thus; this what creates a sense of lost identity for many characters. By contrast, not all people have the same conditions in such an advanced society ruled by corrupted wealthier thieves who manipulate ordinary human's lives so,the gap between both of them is very wide. In Gibson's world People are selfish and racists. most of the cyborg characters are in quest for their identities such as :Body surgeries, accessing cyberspace...etc in which they find their refuge they escaped their reality.Consequently, they build their identities through showing off their talents and enhanced bodies so that they can face the harsh environment of this dark world. In the novel, technology has two sharpening edges on

one side ,it helps in enhancing human body through surgeries and medical treatment and on the other side it tricks people and changes their real lives. For example, many people get rid of their humanity to look better and to protect themselves. All medical surgeries belong to private companies.

The central idea of the cyberpunk narrative is the interaction between humans and machines or androids , such literature aims at some extent to maintain a clear picture of the natural and the artificial. The theorist of the cyborg identity Donna Haraway writes in her book entitled *Simians, Cyborgs and Women/the Reinvention of Nature*: “cyborgs are compounded of special kinds of machines and special kinds of organisms appropriate to the late twentieth century “(*Simians*1).As the example of the novel cyborg protagonist Henry Dorsett Case or sometimes called the cutter ,the thief or the artist by his friends as stated in the book :“Do it, Cutter," Molly said.”(Gibson45) and “Really, my artiste, you amaze me”(148), he is introduced as one of the best ‘console cowboy’( 22) in cyberspace his job is to hack programs and attacks systems with viruses to get data. In fact, this world of informatics where data is all the concern in that postmodern society of Chiba city capital of Japan . Next, the artist has lived a normal life but after what he has done to his bosses he no longer cares of his body and appearance as Case is described in the story as: “Thin, high-shouldered, a forgettable face beneath short dark hair. He needed a shave, but then he usually did.”(133).

Furthermore, Linda Lee is the former girlfriend of Case is a drug addict , she lived in Chiba City . Case meets her in an arcade dance ,he loves her body shape, her eyes, he gives her all his money and leaves his pocket empty, Case gives her love and caring but she lies on him saying that his employers and friends are going to kill him. Suddenly, her death causes a deep pain for

Case who regrets abandoning her. In fact, This is used later by Neuromancer to trick Case ,it creates a virtual copy of Linda Lee because this artificial entity has the ability to create copies of dead people. In fact, Neuromancer wants Case to decide whether to live with Linda Lee in that virtual world or continue to live his life on one hand and it wants to stand against its twin's desire for merging on the other hand. Moreover, Linda Lee symbolizes weak cyborgs, she has been forced to betray Case , she is described in the story as sad and threatened all the time except when she is with her boyfriend she feels Safe.

Case is a romantic character who experiences deep and true love. Hence, Love in the story is the heart of the events because Case loves Linda Lee the way she speaks and moves looks , as he describes her shape and gray eyes for example: 'he saw her glance up Gray eyes' .Case cares about her unfortunately she died by criminals and her death causes Case downfall and feelings of pain and regret, he regrets her absence for example: He dreams of her and sees her shadows in the streets. But, at the end of the story he has a chance to live with her he chooses not to do so because he wants a real Linda. Nevertheless, their love affair is among the things that Case cannot forget: "Their night together stretches into morning, the rain beads on her plastic jacket, she holds his hand 'like a child'. And it takes a month for Case to watch her personality fragment "(8) . Later, when Linda comes as a virtual copy after Case they talk to her and she asks him to play with her but when he gets closer to her he discovers that she is not real, he still can see the pain in her eyes: "She was gone. The weight of memory came down, an entire body of knowledge driven into his head , He smelled burning meat"( 17) .

Though ,the cyborg hero in *Neuromancer* is not a mere mechanic or robotic entity that surrenders to super digital demands .Because, he challenges his destiny as an operating agent to become a thoughtful, hopeful and rebellious character who uses his cyberspace talents to pursue

his love and save lost cyborg. Case is entrapped in the system he is a movingly active , independent identity that attempts to reshape an electronic late capitalist market of commodities into a recent image of posthuman universe.

Such cyborg characters do not neglect humanistic qualities used to exist in the modern age, they try to align humanity to a new phase that is called the age of posthumanism which is not an age of monsters or extraterrestrial creatures , it's an age of humanity with extended powers. Therefore cyborg identity designs more humanistic features in mainly digitalized atmospheres. The theorist Katherine Hayles defines the posthuman in her illuminating work entitled *How we Became Posthuman: Virtual Bodies in Cybernetics, Literature and Informatics*: “The posthuman does not really mean the end of humanity . It signals instead the end of a certain conception of the human , a conception that may have applied at best , to that fraction of humanity who had the wealth , power and leisure to conceptualize themselves as autonomous beings”( 286).

The critic David Punter states that: “The ‘memory’ of loneliness is the fear of future loneliness”(qtd.in Dani Cavallaro 1). This explains how Case is afraid and feels lost after losing his hacking skills ,he feels he is alone who runs to find a cure and fails . Besides, the hero spends many days searching for a job his obsession of cyberspace makes him imagine that he will no longer be able to serve the matrix again. Also, he feels himself alone when his girlfriend Linda Lee lies on him telling him that one of his friends is going to kill him, he holds a gun and tries to ask other friends to tell him if those news are true or not. But, the good thing is that Case is brave enough to face this news and goes to face the boss of the criminals Wage and to confirm the issue. Case is called the thief because he has an artistic mind something that not any one can

have. In fact, hacking needs someone professional because the systems are very advanced and secured that's why Armitage seeks the help of Case.

His life now is meaningless after his foolish try to steal his bosses when he was twenty two years old. As a result, they damaged his hacking abilities he will not be able to access cyberspace again. A poor and a lonely man wondering in the harsh street of Chiba city during this period Case lost his mind and gets crazy he has no control on his behavior and action: "finding himself alone in Chiba, with little money and less hope of finding a cure he'd gone into a kind of terminal overdrive"(Gibson 9) thus, he killed many people in just a short period because he always holds a gun and he feels threatened all the time : "In the first month, he'd killed two men and a woman"( 9).

Now he is alone he leaves his girlfriend, he is neglected by most of his friends like Ratz, Julie and Wage who refuse to help him because he has no money and is really jobless. He feels alone again when he loses his friendship, he feels neglected he does not trust anyone, anymore because his girlfriend has been the only who he trusted. Now the thief is skeptical about everything. In fact, Case's search for his identity after he loses everything his: job, informatics skills, friends, love and particularly he loses his reputation of being the best to someone jobless and pointless. However, all of those problems are to help him in a way or another to find himself in a world of delusion .

Case's depression and addiction to the 'Chatsubo bar'(Gibson 7) his neural damage causes his obsession of the matrix : "the exotic software required to penetrate the bright walls of corporate systems, opening windows into rich fields of data" (8) .Case's chiefs did not kill him and better if they did because he tries many times to suicide; he walks in Chiba city unarmed hopes that

someone will shot him, he takes over dozens of drugs. For him accessing to cyberspace has been his happiness and joy: “It was the Fall. In the bars he'd frequented as a cowboy hotshot...The body was meat. Case fell into the prison of his own flesh” ( 8) .Case hates his body flesh he prefers the martrix a virtual world when he leaves his physical body in the real world and enjoys coping with the artificial network.

Suddenly, everything changes when Case is introduced to Armitage who offers him help in the exchange of hacking services .Case does not hesitate to accept the offer because he adores the Matrix and his job but he is freed from drug addiction soon and the thing the thief does not like .In *Neuromancer* clinics human's flesh can be ‘vat grown’(Gibson 12) so any organ can be removed out of the body and replaced with a new one. After, Case has a surgery through which they changed his pancreas and liver. Molly accompanies him, she encourages him, they go together to shopping and discuss many topics such as Armitage secrets, the dead lover of Case..etc.

*Neuromancer's* story represents the cyborg individual as struggle for identity, certain characters are passive and careless while others are active but still manipulated by the artificial intelligence units. In fact, identity in this future setting is not linked to the human physical and natural body rather it is strongly tied to the virtual world. In this regard, Marshall McLuhan states: “is that they are instantly invaded and deprived of their physical bodies and are merged in a network of extensions of their own nervous systems” (qtd. in Simon Rycroft 113). In the case of the hero Case who at the beginning of the story links his identity to his work and this explains his feeling lost , sad , meaningless after losing his hacking abilities. Accordingly ,Case has an identity but it is not completely separate from the virtual world of cyberspace as Armitage

informs him: "You're a console cowboy. The prototypes of the programs you use to crack industrial banks were developed for Screaming Fist. For the assault on the Kirensk computer nexus. Basic module was a Nightwing micro light, .... "I was there, Case; I was there when they invented your kind." "(Gibson 22).

Therefore, Case identity as cyborg character throughout the story is to regain his lost abilities ,he feels at ease when he jacks into the matrix .The thief likes each and every pixel, image and especially data which is at the central heart of this virtual world. Yet,the artist is to spend a long time questioning his identity in real world and his obsession to the matrix as he says: "totally engaged but set apart from it all, and all you the dance of biz, information interacting, data made flesh in the mazes of the black market" (15). Lately, after ending his mission and unifying the two artificial units when Case has been tricked by the virtual program *Neuromancer* and after many important events Case contribution creates a new space and virtual world of simulation far away from greedy and selfish desires.Actually, the open ending postmodern characteristic of the story hints that Case restarted his life, he pays his friends their money and enjoyed once again his work and his life with holding Linda Lee memories.

In the story of *Neuromancer* the role of female is not that traditional view of the postmodern context when women were depicted as weak and helpless, Donna Harraway states in her *Cyborg Manifesto* "Cyborg women intend to rewrite their bodies , to challenge the precedent discourse of victimization, weakness, marginalization, it is luminal transformation"(*Manifesto* 151) , female cyborgs are physically strong , sexually active and socially interactive, they are engaged in strong missions , fighting next to male cyborgs. Furthermore, there is no great distinction between male and female since the main focus in such cybernetic literature is the apparent

opposition between man and machine. As in *Neuromancer*'s setting the female samurai Molly has passed through painful and difficult surgeries to reshape her body strength and identity. The critic Anne Balsamo believes that: "Whether as a form of oppression or a resource of empowerment, it is clear to me that cosmetic surgery is a practice whereby women consciously act to make their bodies mean something to themselves and to others" (78). Molly symbolizes women's desire for change she plays many roles a cyborg guard ,a friend and an excellent partner for team work. The cybernetic era has been represented as a post-human phase because both bodies and machines are defined or programmed as information.

The cyborg Molly a strong ,beautiful girl who helps Case and accompanies him in his mission, she works with Armitage. She wears up black glasses and special clothes many artificial devices are inserted in her body such as the razor blades on her back and other sharp blades implanted on her nails: "Case felt the blades move, very slightly, beneath her nails" ( Gibson 119). Molly has inserted glasses in her eyes that's why she can see in the dark and Case notices her :“ the glasses were surgically inset, sealing her sockets. The silver lenses seemed to grow from smooth pale skin above her cheekbones, framed by dark hair cut in a rough shag” (Gibson 20) . This female cyborg is aggressive and mysterious ,she is powerful in the sense that she automatically creates spaces when she walks because she can destroy anything threatens her ;that's why she is confident .She lacks the ability to communicate with the surrounding but because of her character and appearance people are afraid of her. Molly's high self-confidence is due to her strong personality no one dares to cross her or disrespect her. Besides, she gives Case a permission to see her space over her body and eyes thus, this is another type of cyberspace.

The girl wants the glasses to be inserted in her eyes so that if she cries others will not see her tears .In addition, with the presence of the glasses tears are hidden and others are not able to read her facial expression or what she is thinking for .Though, the positive side of technology is that



it frees her from prostitution, it helps her to gain trust in herself again ,and to become stronger with a new identity , a new chance to live. In this regard, Cavallaro affirms that:” In some cyberpunk texts, people actually change their identities as easily as we would change our clothes.”(Cavallaro14-16). However, the idea that the cyborg characters are unique of their kind who are struggling to find their identity in a harsh and corrupted world when technology changed their lives.

Therefore, “nature and culture are reworked; the one can no longer be the resource for appropriation or incorporation by the other” (Haraway151). Since, cybernetic literature has always a dark image about the future it foreshadows humans fears of exceeding boundaries, throughout the story nature is just an illusion it has merged with technology to create cyberspace, a virtual refuge that is a place that is safer than real world, and through time nature and technology have become the same thing as the virtual and the real do. The same for the artificial intelligence which manipulates human’s life throughout the story its ultimate goal is to merge and to exceed the laws and the boundaries have been established long time by t the founders. In this light Balsamo notes that “Nature is constructed, rather than discovered; truth is made, not found. Thus, according to the only bodies that stand a chance in postmodern culture are cyborg bodies” (32) this is true only few cyborg characters in the story who seek to understand their nature their reality, as the female body Molly has left the feminist concepts such as love and romance to have a new shape and body.

The cyberpunk novel *Neuromancer* is full of interesting cybernetic events and cyborg characters. Furthermore, throughout the events of the narrative the war of Screaming Fist shapes many characters whatever they are. Thus, the notion of identity in the story is complicated as it is the outcome of the interaction between human body and machine. Also, identifying characters by their

image, the way they look, their jobs, their personalities. In fact, the story hints that some characters have a hidden identity. For example the character Armitage or Colonel Corto who is manipulated by the artificial intelligence Wintermute which controls him in the aim of merging with its twin *Neuromancer*. In this essence Cavallaro's book preface confirms that: "Cyberpunk's bodies are likewise fluid and permeable: their integrity is continually challenged and violated. Pollution, contagion, disease... and monstrosity" (Preface). Wintermute finds Colonel Corto in the hospital and cures his injuries, rebuilds his body in a difficult way then the artificial entity it convinces him that he is Armitage. As a result, it succeeds but only at the end of the novel he discovers that it has tricked him. In fact, Corto's identity is manipulated by this entity thus his mind and body are separated entities in cyberspace. Hence, when someone enters into the matrix his mind wanders there and his body stays in real world.

According to critic McHale, 'the image of a human being coupled with a machine...recurs in many variations throughout cyberpunk' and is 'the most characteristic piece of cyberpunk iconography' (qtd in. Graham J and Murphy Sherryl Vint 16). Corto's truthfulness is revealed later by Molly and Case they learn that he is the former founder of the group "*ScreamingFist*" all his friends killed by the Soviet Army and he goes mad. Actually, Corto represents war trauma veterans in that postmodern virtual setting. Moreover, his description in the novel portrays him as a strong and well body built cyborg who is always laughing. Corto identity is to fall down soon when he remembers his name. Corto's true identity lies outside the physical body whereas Wintermute exists as a mental identity with no defined physical form, it takes data from the matrix memories in order to communicate.

Furthermore, critics discussed *Neuromancer* as hacking novel that speculates a new hacking world of informatics. The Critic Rosanne Stone states that : “*Neuromance* reached the hackers ... and it reached the technologically literate and socially disaffected who were searching for..”(qtd.in Annabel Beckenham 60). However, *Neuromancer’s* title is a combination of the words Neuro, Romancer and Necromancer: from the nerves.It means that making allusion of characters in an artificial setting by making simulations and soul copies of death people and the good example is the artificial entity Neuromancer and its ability to create virtual copies of dead on one hand. And its twin Wintermute ability to manipulate people’s mind and controls them on the other hand. The title of the novel has two sides. Firstly, controlling characters in the story by computers artificial intelligence programs at the level of their nervous system. Secondly, Romancer lies on the narration of the hero’s love story and his loss once his beloved girl died. In addition, Gibson attempts to relate his cyborg protagonist to certain emotional status and not to deprive him of such humanistic feature like love: “Neuromancer," ... The lane to the land of the dead ... Neuro from the nerves, the silver paths. Romancer. Necromancer. I call up the dead. But no, my friend ... I am the dead, and their land” (Gibson 153).

Cavallaro adds in her books preface that: “ William Gibson’s classic definition of cyberspace highlights the fantastic quality of many of our quotidian experi-ences. The solidity of many of the products we consume is, by and large, a hallucination – something delusory, illusory, mirage-like.”(Preface). This is pretty clear in the current world progress when human’s have been highly addicted and influenced by technology ,media, screens ,new products...etc. It becomes a must and a necessity and a part of their daily lives. She adds that:” Gibson’s definition also suggests that our illusions and mirages form the basis of a kind of consensus by being continuously

shared by large groups of people. This sharing is achieved by transforming individual experiences into collective representations.” (Preface).

The setting of *Neuromancer* is special in terms of characters and events. Gibson’s tries to offer a deep look on future danger of technology on men’s life in a late capitalist context. On one side, a future when humans are seen as objects and dolls in the hands of the artificial intelligence entities which are made by men. On the other side ,people’s life has changed and the boundaries between men’s and machines are broken. Though,a big challenge occurs when distinguishing between the virtual and the real ,the copy and the original. People’s relationships are changing and manipulating because of the low life and the high tech , people forget their morals and principles everybody lies, betrayals, kills, steps on at every stage in the search for their identity and questioning their existence and future outcomes.

## **Conclusion**

Postmodernist context has changed humans living and perceptions. Its complexities lie on author's skepticism about men's future in relation to technological advancement. Hence, The postmodern era has worked as a bridge between previous and contemporary writing. Writers find their path in science fiction writing which paved the way for a new literary narrative to appear that is called Cyberpunk literature. Postmodern age is considered as the source of the cyberpunk literature huge success. Hence, many American science fiction authors have witnessed the huge technological boom of the 1980's thus, they attempt to portray their fears and start to express their way of thinking about the impact of technology upon their daily live activities and future too. Cyberpunk is incredibly a technological genre characterized by dark visions towards human's future. In fact, most cybernetic stories are based on difficult and digitalized language and complicated settings.

William Gibson's novel *Neuromancer* is the first cyberpunk novel that has introduced a new type of characters a mixture between men and mechanical organs. Actually those cyborg characters give a clear example of an enhanced humans who may show superpowers capacities. Furthermore, this new literature of ideas which depicts technology as a threat of human existence based on simulation and hyperreality; so in most of cyberpunk novel's settings computers are at the heart of the events they are the link between body, brain and network programs in terms of data circulation and information exchange. Besides, the major struggle is taking information and exploring the dimensions and the boundaries for example : hacking systems. As a matter of fact, this literature portrays a shocking future because technology has manipulated every aspect of human's life. To be exact ,those ideas have been already predicted by Frederic Jameson who claims that technology is going to reshape men's existence for example: Moon, space invasion, internet and media screens.

This dissertation attempted to answer and explain to what extent high technology could reshape human's life and existence. It tackled the stages which led to the appearance of the cybernetic literary text. Besides, it showed that such a new literary genre is different since it portrayed digital context of simulated reality in relation to the ideas of science and technology . In fact, technology blurred the boundaries between men's and machines as well as between the real and the virtual worlds. Consequently, William Gibson's novel *Neuromancer* proved to be revolutionary and it inspired many authors who started to view the world through the Gibsonian's vision. In this light, the environment of the story and the physical world of Chiba city and other places showed how people were struggling to survive in that dark and polluted world. On one hand, this corrupted world as a world of injustice because of the spread of crimes, violence and drug addiction. On the other hand, technology created a gap between people only the rich were the powerful and the controller.

This work examined the nature of characters in cyberpunk fiction and exposed the essence of cyborg identity in this cyberpunk novel *Neuromancer*. Actually, cyberpunk narrative flourished because of Gibson's introduction of the concept of cyberspace ,ideas of hacking, simulated reality and internet systems. So that, the novel portrayed the story of a very advanced world ,where nature already unified with technology because the interaction between humans and machines had been a complex conception through which Gibson attempted to portray in his writing. The author tried to show the impact of higher technology on those cyborgs or semi-mechanic characters who were manipulated by human's made artificial intelligence entities.

In examining the essence of identity in such a dark future by taking the protagonist Case as the example this hero has many positive and negative sides .But none can blame him for his reaction because it is his nature as cyborg entity, he is different , mechanic, powerful, skillful

and most importantly still holds humanistic values. Hence, the artist is a posthuman figure who succeeds by the end of the story to find his lost self and identity a cyborg who has been prevented from jacking into cyberspace . At first, Case's identity is totally linked to the matrix but, later he has the choice to choose between remaining forever in cyberspace or to continue his life as a cowboy. So, he realizes his real identity and chooses to remain in the real world and continues his work as a hacker because he learns what does the meat /artificial organs, real lover/ an artificial copy exactly mean .Similarly, the main characters are trying their best to understand their identity and existence. The majority of them prefer to change and enhance their bodies to equip with the cyberspace conditions .However, even the artificial entities quest to build their identities to gain more power and to reshape their identity and to become independent, hyperreal on whatever means.

In addition, the other characters in such a narrative are of different identities too, they have a strange physical appearance because they want to enhance their bodies to be in balance with the harsh world they live in. Actually, they have different emotional and mental capacities who are physically manipulated but mentally independent . The impact of higher technology on those cyborgs or semi-mechanic characters who are manipulated by human's made artificial intelligence entities. Despite the fact that they are controlled by super powers but they still have an identity to quest .They are searching for their identity they want to achieve in their real world.This proves that the cyborg entity still have humanistic degree . Consequently, technology can blur the boundaries between the virtual and the natural body and machine, through which a new termed space that is called cyberspace a space of data of informatics which offered a new reality for people.

The story of *Neuromancer* shows a clear picture of how technology dominates both human body and mind. On one hand, it tricks people with the new cybernetics surgeries in the black clinics of Chiba city and Tokyo. In fact, private clinics 's services are very expensive here technology is a property of the wealthier which creates a gap between people. For example, the poor must pay expensively to enhance their bodies otherwise they will be killed by gang groups or suicide as a last chance. Technology has changed men's life step by step they forget about the natural world where they used to live such as : nature animals, natural body organs..etc. people prefer the virtual one it is their refuge . On the other side ,it dominates their minds and thinking they are dolls in the hand of those artificial entities .human's in *Neuromancer* are violent, drunk, drug addict, skeptical, less interacting with each other thus, what links them is the Cyberspace.

In Gibson world both the artificial and the natural are fused they become one thing and it is difficult to detach them. Because ,most of the characters in the story are semi-robotic entities the technological organs become an essential part of their body and identity too. Such as: Molly the cyborg female whose technology helps her enormously to quest for her lost identity and face the dark world of *Neuromancer*. Also, technology is found everywhere in the story in space ships, sprawls buildings it replaces every natural place. So far, Nature and the artificial become one thing People in this story suffers from corrupted systems, crimes and violence but they are challenging, independent, alienated. They challenge the scientific menace to propose a new type of humanity that is post-human. As a result, the cyborg characters are posthumans figures who have humanistic values but they have different and stranger shapes. Most importantly, they still have humanistic characteristics such as: romance, love, irony, betrayal ,loyalty, decisions making...etc.



*Neuromancer* novel proves that the cyborg character is a resulting image of the postmodern theories of the virtual. Further, this cyberpunk narrative portrays how technology blurs the distinction between the real and the virtual. It is hard to separate and make a clear division between the two worlds. But, people prefer the virtual world of cyberspace it doesn't matter for them if their real world is going to explore or just disappear. They are no longer able to distinguish between the original and its copy as Baudillard's suggests that the virtual has become real. Finally, those cyborgs characters are a new representative of literary characterization of the 1980's literary genre of the cyberpunk literature. In other words, the cyborgs represent a new type of human beings posthumans figures who are lost between the technological organs and the humanistic values. Gibson's writing is similar to the present day's reality because it predicts the internet and hacking systems and the current world of technology, data, media and screens.

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## ABSTRACT

This work studies a very interesting literary issue that is the essence of cyborg identity in a contemporary American context by taking William Gibson's science fiction masterpiece *Neuromancer* as the first cyberpunk novel of the 1980's. Gibson's (1984) novel is used in this study to highlight new science fictional trends and aims at explaining every scientific ambiguity which characterizes the cyberpunk literature. This modest dissertation tackles the essence of cyborg identity as a new and different representation that challenges the classic visions of science fiction writing of the 1950's and 1960's. Gibson's attempts to examine the new actualities of digital technology and scientific data that is the physical milieu of Cyberspace. This work is divided into two chapters the first provides a theoretical background of science fiction literature and its characteristics to pave the way for the cybernetic literature to appear; whereas the second chapter analyses the notion of cyborg identity of distinct cyborg characters. Gibson's title offers a new representation of the heroic figure within a technological context, a new depiction of characters who are a combination of body and machine. Those cyborgs are manipulated by artificial intelligence entities they struggle to quest their lost identities between reality and virtuality. Cyborgs are Post-human figures who still hold humanistic values such as love and romance but in the face of the danger of science and technology on humans future .

## Résumé

Ce travail examine un sujet littéraire très intéressant et important qui est l'essence de l'identité de cyborg dans un contexte américain contemporain en prenant le roman de science-fiction *Neuromancien* (Traduit par Jean Bonnefoy) de William Gibson comme le premier roman cyberpunk des années 1980. Le roman de Gibson (1984) est utilisé dans cette étude pour mettre en évidence de nouvelles tendances de la Littérature de science-fiction et vise à expliquer toute ambiguïté scientifique qui caractérise la littérature cyberpunk. Cette dissertation analyse l'essence de l'identité cyborg comme une nouvelle et différente représentation qui défie les visions classiques de la littérature de science-fiction des années 1950 et 1960. Gibson tente de représenter la nouvelle technologie numérique et ses données scientifiques comme le monde virtuel du cyberspace. Ce travail est divisé en deux chapitres le premier fournit un fond théorique de la littérature de science-fiction et ses caractéristiques pour ouvrir la voie à la littérature cybernétique à apparaître; alors que le deuxième chapitre analyse la notion d'identité cyborg de personnages. Le titre de Gibson offre une nouvelle représentation de la figure héroïque dans un contexte technologique, une nouvelle représentation de personnages qui sont une combinaison de corps et de machine. Ces cyborgs sont manipulés par des entités d'intelligence artificielle, ils luttent pour rechercher leurs identités perdues entre la réalité et le monde virtuel. Les Cyborgs sont des figures posthumaines qui tiennent encore des valeurs humanistes telles que l'amour et le romance et qui luttent contre le risque de progrès technologique sur l'avenir de l'humanité.

### ملخص

يدرس هذا العمل موضوعاً أدبياً مثيراً ومهماً ، وهو جوهر هوية السايبورغ أو الانسان المسير اليا ( ترجم هذا المصطلح من طرف الدكتور هيثم الناهي في كتابه " مشروع المصطلحات الخاصة بالمنظمة العربية للترجمة " ) في سياق ادبي أمريكي معاصر ، وذلك باتخاذ رواية الخيال العلمي لوليام جيبسون *Neuromancer* او ممزق الاعصاب( تمت ترجمة هذا المصطلح من طرف الاديب احمد سعيد في كتابه تنبؤات الخيال العلمي ) كاول رواية تكنولوجية (Cyberpunk) ترجم هذا المصطلح الى الرواية التكنولوجية من طرف الكاتب الغدامي ) في الثمانينيات. تستخدم رواية جيبسون (1984) في هذه الدراسة لإبراز اتجاهات ادب الخيال العلمي الجديدة وتهدف إلى شرح كل غموض علمي يميز Cyberpunk Literature. تتناول هذه المذكرة جوهر هوية سايبورغ و الذي يعد تمثيلاً جديداً و مختلفاً يتحدى الرؤى الكلاسيكية لكتابات ادب الخيال العلمي في سنوات الخمسينيات و الستينيات . جيبسون يحاول دراسة الحقائق الجديدة للتكنولوجيا الرقمية والبيانات العلمية التي تميز هذا الادب المعاصر كالفضاء السيرياني او Cyberspace. ينقسم هذا العمل إلى فصلين ، الأول نظري يصور ادب الخيال العلمي وخصائصه التي مهدت الطريق لظهور Cyberpunk Literature ؛ في حين يقوم الفصل الثاني بتحليل مفهوم هوية سايبورغ. تطرح رواية جيبسون تمثيلاً جديداً للشخصية البطولية في سياق تكنولوجي ، وتصويراً جديداً للشخصيات التي هي خليط بين الجسم والآلة. تتلاعب بهذه الشخصيات كيانات الذكاء الاصطناعي لكنها تكافح من أجل إعادة تشكيل هوياتها و البحث عن هوياتها المفقودة بين الواقع والعالم الافتراضي لتتجسد في تمثيل جديد كشخصيات Posthuman او ما بعد الانسانية و التي لا تزال تحتفظ بقيم إنسانية مثل الحب و الرومانسية مواجهة خطر التقدم العلمي والتكنولوجي على مستقبل الطبيعة البشرية.