Final-scifi Report - Cyberspace Humans

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1 Introduction

As I mentioned in final paper proposal,my final paper topic will cover near future technologies in dytopian world, like cyberspace, hacking, cyborgs, bio-hackers, AIs which will be possible.Also the ethics of these technologies which affects government, societies and peoples,how they use it for good or for bad.
From the beginning of the scifi era every book, every movie portrays different perspective of the writer like how they imagine the future, how they imagine the current situation of the world with the future,in their mind questions like what if this is possible?What if we accidental become immortals?Flying cars, AI taking over the world, cyberspaces, bio-engineered devices, cybernetics augmentation and many more imaginations.And while imagining these questions and concepts, the imaginations become reality as time grows,and we are witnessing the reality now in 2019.
The concept of cyberspace was first introduced The word cyberspace first appeared in the art installation of the same name by Danish artist Susanne Ussing in 1968.After that many sci-fi writers fascinated by the idea of cyberspace and started their own imagination of cyberspace.

Cyberspace is a concept, a theoretical construct or metaphor humans use to familiarize themselves with a confusing and omnipresent societal dependence on computer technologies. An intangible realm accessible only through a vast computer network, cyberspace is imaginary, yet millions of people transact important business within this medium daily. International banks exchange monies through cyber-actions. Single adults have met, courted, and become engaged, all without meeting one another in"real space." The willingness of individuals to use cyberspace for such important and personal activities testifies to the fundamental conception each has of this nebulous space. Oddly, most people imagine cyberspace or the Internet in the same terms.

In 2019,people were started escaping from the reality and entering into the internet completely,the beginning of the cyberspace started from the mobile devices,and soon the mobile virtual devices take over the reality.

The creation of the internet has had a profound effect on human communication, transforming the daily lives of millions of people around the world. One of the most obvious benefits offered by cyberspace is the ability to participate in a wide variety of social transactions – often from the comfort and safety of home. This has also, however, been the cause of much anxiety and paranoia with respect to children and their use of the internet, as the globalised nature of cyberspace and the ease with which individuals can assume multiple identities while online raise questions about the extent to which children's developing media literacy skills can protect them from predatory adults.

The most direct implementation of cyberspace idea is the technology of virtual reality, where a continuous three-dimensional space is generated by computer, which reacts to the user's movements and manipulations like a real physical space would. In a more technological way, the geometry of space can be found in the network of links and references characterizing a hypertext,which can be seen as the most general form for a collection of interlinked data. In Neuromancer, Gibson creates a trans-personal realm in which his hero, Case, may effect extraordinary change on a metaphysical level.

The popular writers of cyberspace in science fictions, William Gibson and Neal Stephenson. These two novelists have been particularly influential in shaping the development, visual interface and spatial organization of cyberspace, and in creating new geographic imaginations of spaces such as the Internet. The fictional visions and work of their imagination is now used by science fiction movie producers and developments in both computing and society and some of the technologies are inspired by their works such as Virtual Reality and Augmentation Reality.

Both Gibson and Stephenson explore the idea of a newly created cyberspace and its connection to the society in which it thrives. Gibson's cyberspace seems to be a meta-physical space, one that separates users' minds from their bodies and provides an individual, trans-personal experience. Stephenson's cyberspace, though directly evolved from Gibson's matrix, is intrinsically different in its make-up. Entering the Meta-verse does not require the mind to separate from the body; indeed, the virtual reality of this cyberspace is physically written onto the body of the user. By examining the physical nature of cyberspace, the hardware used when "jacking in," and the entities which inhabit both Gibson's and Stephenson's cyberspaces, this work will compare the first cyberpunk representation of cyberspace and the last in an effort to illustrate how science fictional cyberspace evolved from a metaphysical, found realm into a homogenized, commodified human-created area.

In Willaim Gibson's vision of the Matrix. His description of it – a networked, Cartesian,visual, navigable data space, for computer scientists developing Internet and VR technologies. For example, in 1988 John Walker launched the Autodesk inspired from the book "Cyberpunk Initiative". As a consequence, many social scientists openly turn to Gibson to credit his foresight and acknowledge his influence in shaping the "Information Society".

Apparently, the majority of people on the planet see cyberspace as the new television. Cyberspace may provide visual representations of "unthinkable complexity," but most people prefer their experience mediated.

Stephenson points to the class issues involved in cyberspace use. Only the most privileged can even afford to own a computer, and after the monetary concerns, only the more intelligent members of society actually bother to purchase a machine. The Metaverse spawned its own social group–those who can enter. The pull of the net is strong enough to draw 60 million people who cannot actually afford to be there. In addition to the social dichotomy set up by the haves and have-not's of surfing ability, a second social disparity exists. Avatars distinguish their owners' social class very quickly. The rich can pay to have life-like and technically advanced avatars, while some people can't afford to have custom avatars made and don't know how to write their own. They have to buy off-the-shelf avatars Brandy and Clintare both popular, off-the-shelf models. When white-trash high school girls are going on a date in the Metaverse, they invariably run down to the computer-games section of the local Wal-Mart and buy a copy of Brandy.

The landscape of Gibsonian cyberspace changes depending on what site a user accesses. However, the scenery is always abstract in nature. At one point Case "jacks in" and finds "an infinite blue space ranged with color-coded spheres strung on a tight grid of pale blue neon. In the non space of the matrix, the interior of a given data construct possessed unlimited subjective dimension,chill blue neon vault above him starless and smooth as frosted glass".

Kevin Robins ,famous sci-fi novelist,believes that "existence in cyberspace,a space in which real selves and situations are in suspension encourages the sense of identification and symmetry among individuals". Unfortunately, in Snow Crash the alienation of individuals continues unabated as economic levels decrease. Brandys and Clints,probably the most popular choice of avatars for the majority of people using the Metaverse, have very basic ways of communicating. In addition to having three breast sizes, improbable, impossible, and ludicrous, Brandy has a limited repertoire of facial expressions, cute and pouty,cute and sultry;perky and interested,smiling and receptive; cute and spacy. Her eye lashes are half an inch long, and the software is so cheap that they are rendered as solid ebony chips, Clint is just the male counterpart of Brandy.

Gibson first envisioned "jacking in" to cyberspace as a movement of the mental essence of an individual onto a vast abstract framework of logic, Stephenson changes cyberspace into an area where everything, even a person's ability to actually be him/herself, is for sale.

embedded in cyber culture is a sense of instability, as long as the abstract formulae of cybernetics are translated into commodities which, in the logic of capitalism, are required to undergo constant (if minimal)transformations, there can be no real permanence.

From development spaces to graphic advertisements, as a created space, everything in the Metaverse is for sale. The Metaverse encourages the illusion that individuality, or at least the ability to express ones' self individually, can be bought. This cyberspace has created the most perfect commodified product ever, a product that no one will cease to seek, but which will never actually exist. Like a video game that cannot be won, Metaverse patrons are asked to keep shoving quarters into an arcade machine, in an effort to reach a nonexistent level 10.

As avatars are the creations of godlike users and therefore not the users themselves, they can be destroyed and rebuilt on a whim, leaving the users unscathed. God is dead in cyberspace, but that's okay, because man does not need him.

In the movie Ready Player with the same novel name Ready Player One by Ernest Cline, it shows the near future technology of virtual reality used by everyone.Virtual reality world named OASIS,in which you can enter to a whole new world by wearing special suit and VR set,special synthesised suits with sensors so that what happens in virtual reality feels real.The Work done in virtual reality is real in real physical world.The Cyberspace are so perfectly set with real world physics and environments.If someone punches the players or so called avatars you can feel it,you can make money in cyberspace and use it in real world,because if everyone uses cyberspace coins.The cyberspace is just a escape from reality where you can be anyone,anything and can do anything.

The Matrix movie is a action movie and was a major hit in 1999. The film shows the transition of main protagonist Neo, from computer hacker to rebel warrior, on his discovery that life on Earth is nothing more than an elaborated false version of the twentieth century created to simulate humans while their life essence is farmed to fuel the campaign of domination by the controlling "AI" in the "real" world,200 years in the future. Neo is contacted by Morpheus, who leads him into the real world and the fight against the Matrix. Neo is hailed as "The One", namely the person who will lead the humans to overthrow the machines and reclaim Earth. In order to overcome the Matrix, he has to battle his own doubts and also fight a series of "agents" used by the AI to fight the rebels.

Hacking cyberspace is big deal,in Ready Player One movie the protagonist once hacks the government user's profile and make him believe with illusion,that he is in real world but actually the hacked user is in an illusion of virtual reality where it's near impossible to detect whether it's real world or cyberspace.

From the last decade hacking had became a culture of freedom,openness and against the Law makers.If we see the current scenario The Cambridge Analytica Project,which was the main campaign that lead to the winning of election of Donald trump.The NSA's Xkeyscore project which keep eye on every citizen's in each country with seven surveillance data-points on each continent,without hacktivist this revelation wouldn't happened. In near future we will see the extreme of government and the society.In most of the dystopian movies why we the Leaders,lawmakers or government impose some strict rules that should have to abide by every citizens.For example the book Fahrenheit 451 by ray Bradbury, describe the dystopian future where you are forbidden to read books and everything is accessed by government and citizens are brainwashed with advertisement,television and internet.The strings are our human data and these strings are forcibly accessed by string manipulators the government or any ruling organization. In near future government will use the advanced AI and hacking the human psychology

by brain washing with the ad-campaigns and manipulation with their privacy,in near future there will be no privacy each citizen is connected with everything and leaking lots of data which will be easy for hackers and governments to take the users data and manipulate with their strings.

I imagine a near future dystopian world where cyberspace is hundred percent is going to be happen and also humans will create artificial intelligence to maintain and control the users and peoples of cyberspace.But the question is how dangerous AI will be, will they achieve consciousness from the information humans were leaking each and every second.Humans created AI for automation,monitoring,recognition,and mostly features that humans can do except thinking on it's on because it is the prime policy and still a heated debate whether an AI should communicate with other AI and should not think itself,it is just another machine for automation. In the novel Neuromancer to control AI there were Turing machine and organizations which are responsible for inhuman behaviour of AI, if AI losses control or should not communicate with other AI.

In real world a test called "Turing Test" developed by Alan Turing in 1950, is a test of a machine's ability to exhibit intelligent behaviour equivalent to, or indistinguishable from, that of a human. I imagine that it will be developed and advance features will be added and some policies will be added so that AI will be under control.

Control of AI in cyberspace is so important because, if AI achieve a small spark of consciousness or a small hint to build another machine or network of AI,it will be disaster in the cyberspace world. As in 2018,facebook's experimental AI created his own language and started to communicate with other AI,as soon it was discovered it was shutdown before connecting to the more networks.

In real world 2019,present year, many researchers are doing research on AI and integration with other technologies and domains, like Cyber Security,law enforcement,Justice,medical,War fares and many more domains. One of the rising companies furnishing just such an AI-driven security system is Darktrace. An article from last year included a series of queries from the CEO of Darktrace. In it she stated Darktrace's system, unlike its predecessors and competitors, its AI does not focus on being able to counter past cyber attacks, but rather it tries to simulate new, different plans of attack and be prepared for those hypothetical instances. The AI teaches itself how to attack and defend from cyber wars.

In the Novel Neuromancer,the AI, Wintermute seems to be the character driving and controlling all other characters action and destination, manipulates characters like Case or Molly so that he can be saved from corruption and extinction mingling with his other half called Neuromancer with a view to overcoming limitations towards a complete artificial being with ever more power- ever more powerful than any human being or computer. Wintermute and Neuromancer, both of them, become kind of a self-conscious machine within the unlimited realm of the matrix, while they can take rational decision and react according to the situation, they learn new things and grow too, yet they are different from any other human characters of the novel. They, together, are the new savior of the world.

The movie "Transcendence" is centred upon Dr. Will Caster, an AI scientist, Dr. Will Caster is an AI scientist who the proponents of artificial intelligence within the nature in order to break through the control of the nature. In search of "Transcendence" through sentient computers, Dr. Will works to transcend human or animal intelligence into computers and he has succeeded researching with monkey's brain.After the conference about his dream of such transcendence, he is shot with a radioactive bullet and meanwhile, his artificial-intelligence computer laboratories are also attacked with bombs by the same extremist group called "Revolutionary Independence From Technology" (R.I.F.T.). So, here, we have found the premises of bio-ethics; as well as conflicts between believer vs non-believer,optimistic vs pessimistic and also fear of techno-dystopia which create the platform for this movie. Thereafter,this accident leaves only one month to live for Will and his wife,Evelyn seems unprepared for the death of her husband.So,she finds no other way but to try uploading Will's consciousness into the quantum computer of his research. Max Waters, a researcher and Will's friend, helps Evelyn to upload Will's consciousness after bodily death and also connects Will's computer version to the Internet so that he can grow and evolve with sense, feelings, consciousness, knowledge and information. Though they succeed, Max remains skeptic that the Will in the computer is deceiving and cannot be the real Will.Being connected to the internet, Dr. Will is actually handed over the huge open access to a vast knowledge which later helps to establish a research Centre in almost a desert like place called Bright-wood where groundbreaking research sees revolutionary result within the scientific area like medicine, energy, biology and nanotechnology. The vast intelligence of Will makes him capable of connecting nano-engineered people and control their activities, thus he becomes capable of controlling every element of the nature.The movie end with the destruction of AI from a computer virus developed by R.I.F.T organization to stop the evolved AI which pretends to be Will.

In the movie chappie, In the near future, a mechanized police force patrols the streets and deals with lawbreakers, but now, the people are fighting back. When one police droid is stolen and given new programming, he acquires the ability to feel and think for himself. While the new programmed robot, named "Chappie" puzzles out human behavior, accidentally chappie the robot connects himself to the internet and from access to the vast information from the internet it learn everything,every human things.The authorities begin to see him as a danger to mankind and order, they will stop at nothing to ensure that Chappie will should be shut down,but the protagonist who programmed chappie saves him and also at the end of the movie uploads his consciousness and memory into the robot.

So,in cyberspace anything can be possible and also in real world humans will be augmented and modified for jacking in cyberspace in instant and specialized suits to feel the sensation from the cyberspace,brain chips for integration of AI and prosthetic advancements.

2 Conclusion

Post human technology threatens to re-engineer humanity into a new technological species and science fiction shows that this process will subvert human values like love and empathy,revealing discrimination, social,fragmentation,totalitarianism, surveillance, environmental degradation, addiction, mind control, infection, and destruction. Technology's intrinsic structure requires dominance of human impulsiveness and obedience to its requirements of order and efficiency which extends the social controls initiated by cynernetic ideological system.

The revolutionary nature of Gibson's cyberspace faded as his readership began to see echoes of it in their own computer monitors. And, perhaps, it is science fictional cyberspace that helped Internet users to see cyberspace as a real area. Even though it seems easier to think of cyberspace as a void into which we send millions of mega bytes of data everyday, more people think of cyberspace as a kind of psychic city that they visit on a daily basis. And, of course, the user base of the Internet is far larger than Gibson's readership, but many real world coders who were most influential in the computer technology business did read both Neuromancer and Snow Crash.The easily recognized parallels between the evolution of computers and IT, from CLI to GUI and ARPANET and Linux demonstrate a interaction of creation. Cyberpunk seems to have influenced society's reception of real life cyberspace and society's reaction to cyberspace seems to have influenced cyberpunk's representations of cyberspace.The same people who asked us to logon to the AOL community and join the global village read cyberpunk novels before they had finished developing the technology.May be Stephenson's idea of a cyberspace that is written onto the body of a user helped computer users to rationalize their intense relationship with a new and frightening technology.However, the average Internet user knows very little about the technology on which he/she so depends.The ideas and prejudices held by the tech gurus who helped the through the early days of hooking up their Macs and logging onto Computers for the very first time made strong impressions on them. Gibson's utilitarian matrix mirrors the beginnings of the Internet. Only a few computers were networked; programmers logged onto the network in order to work and communicate with other users.The only people that they could connect with were other programmers. No pleasure sites existed, nor did user friendly interfaces.As real life computer technology changed to encompass GUIs and widespread use by non-experts,cyberpunk seemed to develop alongside reality.

The fact that cyberpunk predicted so accurately the rise of computer technologies and IT makes the genre fairly important.If its only contribution to mainstream culture was to introduce the concept of cyberspace, then cyberpunk still managed to influence the way many people live everyday.The shift from a trans personal, individualistic cyberspace to a homogenized, com-modified space parallels the public's conception of every new technology. Just as telephones, airplanes, and space travel, once the spooky fantasies of science fiction writers, have become ordinary and accepted facets of an evolving society,cyberspace underwent the same changes and evolution.

References

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The Matrix- Warner Bro - The Cyberspace simulation and farming human energy.

The Intelligence - Quantum intelligence chip which is directly connected with satellite and can access any device nearby

Transcendence - Uploading human consciousness and merging with AI

chappie - merging human consciousness in robot

Terminator dark fate - while still human, human body can be augmented like robots advances enhancements.

ex machina - AI consciousness - exmotions and expressions