**Cyberpunk** is a [subgenre](https://en.wikipedia.org/wiki/Subgenre) of [science fiction](https://en.wikipedia.org/wiki/Science_fiction) in a [future](https://en.wikipedia.org/wiki/Future) setting that tends to focus on society as "[high tech](https://en.wikipedia.org/wiki/High_tech) low life"[[1]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-1) featuring advanced technological and scientific achievements, such as [information technology](https://en.wikipedia.org/wiki/Information_technology) and [cybernetics](https://en.wikipedia.org/wiki/Cybernetics), juxtaposed with a degree of breakdown or radical change in the [social order](https://en.wikipedia.org/wiki/Social_order).[[2]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-2)

Cyberpunk plots often center on conflict among [artificial intelligences](https://en.wikipedia.org/wiki/Artificial_intelligence), [hackers](https://en.wikipedia.org/wiki/Hackers), and among [megacorporations](https://en.wikipedia.org/wiki/Megacorporation" \o "Megacorporation), and tend to be set in a near-future [Earth](https://en.wikipedia.org/wiki/Earth), rather than in the far-future settings or galactic vistas found in novels such as [Isaac Asimov](https://en.wikipedia.org/wiki/Isaac_Asimov)'s [*Foundation*](https://en.wikipedia.org/wiki/Foundation_(Isaac_Asimov_novel)) or [Frank Herbert](https://en.wikipedia.org/wiki/Frank_Herbert)'s[*Dune*](https://en.wikipedia.org/wiki/Dune_(novel)).[[3]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-Graham-3) The settings are usually [post-industrial](https://en.wikipedia.org/wiki/Post-industrial) [dystopias](https://en.wikipedia.org/wiki/Dystopia) but tend to feature extraordinary cultural ferment and the use of technology in ways never anticipated by its original inventors ("the street finds its own uses for things").[[4]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-Gibson.2C_William-4) Much of the genre's atmosphere echoes [film noir](https://en.wikipedia.org/wiki/Film_noir), and written works in the genre often use techniques from [detective fiction](https://en.wikipedia.org/wiki/Detective_fiction).[[5]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-5)

Classic cyberpunk characters were marginalized, alienated loners who lived on the edge of society in generally dystopic futures where daily life was impacted by rapid technological change, an ubiquitous datasphere of computerized information, and invasive modification of the human body.

*—*[*Lawrence Person*](https://en.wikipedia.org/wiki/Lawrence_Person)[[6]](https://en.wikipedia.org/wiki/Cyberpunk#cite_note-Person-6)