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Cyberculture

The Key Concepts

The only A-Z guide available on this subject, this book provides a wide-ranging and up-to-date overview of the fast-changing and increasingly important world of cyberculture. Its clear and accessible entries cover aspects ranging from the technical to the theoretical, and from movies to the everyday, including: - artificial intelligence - cyberfeminism - cyberpunk - electronic government - games - HTML - Java - netiquette - piracy. Fully cross-referenced and with suggestions for further reading, this comprehensive guide is an essential resource for anyone interested in this fascinating area.

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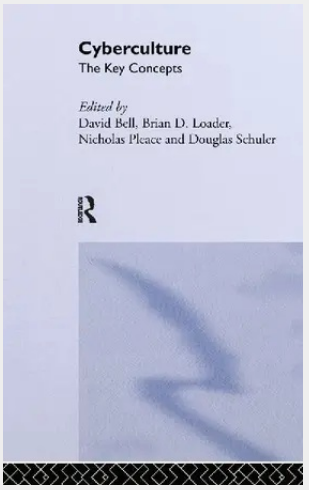

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