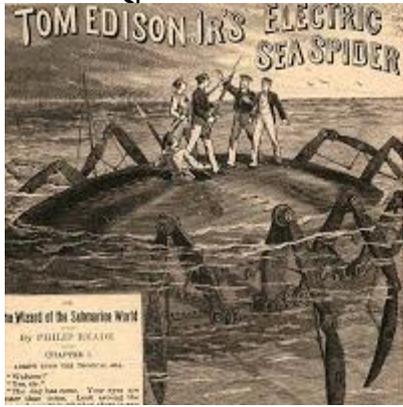
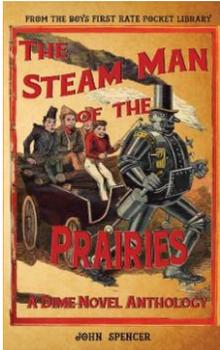


STEAMPUNKINS

How do we determine what is truly "real" and what is not?



Steampunk, before it became the sub-culture it is today, started out as a science-fiction sub-genre in the 1970s. Its fundamental inspirations go all the way back to 19th century Victorian writers, such as Jules Verne (author of [20,000 Leagues Under the Sea](#)) and H.G. Wells (author of [The Time Machine](#)). Their tales of steam-powered dirigibles and Victorian-age settings have inspired, a century later, an aesthetically motivated and imaginatively driven alternative history in which the technology of the Victorian age reigns supreme over that of modern technology.



Henry Fox Talbot



[Kirkpatrick Macmillan](#)



Isambard Kingdom Brunel



Samuel Morse



Elias Howe



George Cayley



Isaac Singer

Steampunk also became evident in specific genre of Dime Novels from the 19th century. Dime Novels were very popular during this time because, as suggested by its title, these novels were very cheap. They were more often than not targeted at lower-income readers, those with a less sophisticated taste.

One of the earliest examples of this type of Dime Novel is "The Steam Man of the Prairies" by Edward S. Ellis. It has been said by some that with this novel, "Steampunk was born." One of the more well-known examples is "The Steam House" by Jules Verne. Published in 1880, this story follows the travels of British colonists by way of a gigantic steam-powered elephant.



Anachronism- a thing belonging or appropriate to a period other than that in which it exists, especially a thing that is conspicuously old-fashioned.

Analytical Engine – a proposed mechanical general-purpose computer designed by Charles Babbage in 1837.

Automaton – from the ancient Greek word, αὐτόματον, meaning "to act of one's own will." It was first used by Homer to describe automatic door opening. Seeing as Steampunk environments often lack electrical power, automatons are good alternative for any number of technological devices that you need to exist in your story's setting.

Cyber-technology - Computer **technology**, especially that which involves the Internet or cyberspace.

Science-fiction - fiction based on imagined future scientific or technological advances and major social or environmental changes, frequently portraying space or time travel and life on other planets.

Subculture– A subculture is a group of people within a culture that differentiates itself from the parent culture to which it belongs, often maintaining some of its founding principles

Traction-the action of drawing or pulling something over a surface, especially a road or track.

Victorian – used to describe concepts created or associated with Queen Victoria's reign (1837 – 1901).