CYCLOPAEDIA 27 – HARD SCIENCE FICTION

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OVERVIEW

Hard Science Fiction is a subgenre of science fiction with an emphasis on scientific and technical accuracy. The term hard science fiction was first used in print in 1957 by P. Schuyler Miller in a review of John W. Campbell's *Islands of Space* in *Astounding Science Fiction* to help differentiate the genre from earlier genres like space opera. Even though the term was coined in the 50s, the early stories of Jules Verne, such as *Twenty Thousand Leagues Under the Sea* published in 1870, with its scientific rigor, are considered part of the genre.

Ben Bova states "The rule of thumb for a writer of 'hard' science fiction is that the writer is free to use anything his or her imagination can invent and depict — so long as no one can show that it contradicts the tenets of known science."

With hard science fiction's emphasis on scientific consistency and an attitude of respect for known science, boundaries are set up that guide creators who wish to stay true to the genre. But these boundaries are flexible enough for hard science fiction authors to be prophetic in their writings. The genre truly follows its speculative fiction origins and encourages creators to extrapolate from known scientific facts and theories to possibilities that may seem unbelievable when written but, in the future, become prophetically true.

Hard science fiction delves into how the universe impacts humanity and humanity impacts the universe while following the tenets of science in fact and philosophy.

ELEMENTS OF HARD SCIENCE FICTION

Science fiction has so many sub-genres. How do you define Hard Science Fiction and delineate it from others such as Space Opera?

- Inside realm of scientific possibility
- Not outside known physical laws
- Emphasis on accuracy
- Advancements in technology
- Stories are accurate, logical, consistent, and credible

Following are sources of information pertaining to Hard Science Fiction to assist prospective game masters, game designers, writers, and storytellers in knowing where to start their research.

ARTICLES

"The Closely Reasoned Technological Story": The Critical History of Hard Science Fiction

By Westfahl, Gary Source: Science Fiction Studies, v20 n2 (19930701): 157-175

The Literary Experience of Hard Science Fiction

By Pierce, John J Source: Science Fiction Studies, v20 n2 (19930701): 176-183

BOOKS

2001: A Space Odyssey By Clarke, Arthur C.

Accelerando By Stross, Charles

Altered Carbon By Morgan, Richard

The Andromeda Strain By Crichton, Michael

Beggars in Spain By Keress, Nancy

Blindsight By Watters, Peter

Collapsing Empire By Scalzi, John

The Color of Distance By Thomson, Amy

Consider Phelbas By Banks, Ian M.

Contact By Sagan, Carl

Cyteen By Cherryh, C.J.

The Diamond Age By Stephenson, Neal

Diaspora By Egan, Greg

Do Androids Dream of Electric Sheep? By Dick, Philip K.

Dragon's Egg By Forward, Robert Ender's Game/Ender's Shadow Card, Orson Scott

Evolution By Baxter, Stephen

The Forever War By Haldeman, Joe

Foundation By Asimov, Isaac

The Fountains of Paradies By Clarke, Arthur, C.

Incandescence By Egan, Greg

I, Robot By Asimov, Isaac

Jurassic Park By Michael Crichton

The Leviathan Wakes By Corey, James S. A.

Lilith's Brood By Butler, Octavia E.

Makers By Doctorow, Cory

The Martian By Weir, Andy

Mission of Gravity By Clement, Hal

The Moon is a Harsh Mistress By Heinlein, Robert A.

On Basilisk Station By Weber, David **Polaris** By McDevitt, Jack

The Quantum Thief By Rajaniemi, Hannu

Rainbows End By Vinge, Vernor

Red Mars By Robinson, Kim Stanley

Rendezvous with Rama By Clarke, Arthur C.

Revelation Space By Reynolds, Alastair

Ringworld By Niven, Larry

The Rolling Stones By Heinlein, Robert

Seveneves By Stephenson, Neal

The Shockwave Rider By Bunner, John

Starfish By Watts, Peter

Stories of your Life By Chiang, Ted

Synners By Cadigan, Pat

Tau Zero By Anderson, Poul

The Three-Body Problem By Cixin, Liu

The Time Machine By Wells, H.G.

Timescape By Benford, Gregory

Twenty Thousand Leagues Under Tthe Sea By Verne, Jules

Use of Weapons By Banks, Iain M.

Vorkosigan Saga By Bujold, Lois McMaster

World War Z By Brooks, Max

GAMES

2300 AD - RPG BattleFleet Marts - Tabletop Game Colony - Tabletop Game Diaspora - RPG Eclipse Phase - RPG EVE Online - Video Game The Expanse Board Game - Tabletop Game First Martians: Adventures on the Red Planet - Tabletop Game I-War - Video Game Kerbal Space Program - Video Game Pandemic - Tabletop Game Stars Without Number - RPG Terraforming Mars - Tabletop Game Traveller - RPG

CINEMA

2001: A Space Odyssey 2010: The Year We Make Contact The Andromeda Strain Arrival Automata Black Mirror - TV Blade Runner Blade Runner 2049 Caprica - TV Children of Men Dark Star Deep Impact District 9 Ender's Game Europa Report Ex Machina The Expanse - TV Falling Skies - TV Frau im Mond Gattaca Gravity Her Interstellar Jurassic Park Legends of the Galactic Heroes - Anime Logan's Run The Martian The Man from Earth Marooned Max Headroom - TV Mobile Suit Gundam - Anime Moon Moonlight Mile - Anime Planetes - Anime Primer ReGenesis - TV Robot & Frank seaQuest DSV - TV Silent Running Solaris Soylant Green Space Brothers - Anime Sphere THX 1138 World War Z

LOCATIONS

Gunn Center for the Study of Science Fiction http://www.sfcenter.ku.edu/

Jet Propulsion Laboratory https://www.jpl.nasa.gov/

Johnson Space Center <u>https://www.nasa.gov/centers/johnson/ho</u> <u>me/index.html</u>

Kennedy Space Center https://www.kennedyspacecenter.com/

National Air and Space Museum https://airandspace.si.edu/

Space Camp https://www.spacecamp.com/

Space Center Houston http://spacecenter.org/

Yuri Gagarin Cosmonaut Training Center http://www.gctc.su/

PEOPLE

Isaac Asimov Greg Bear Ben Bova C.J. Cherryh Arthur C. Clarke Michael Crichton Philip K. Dick Cory Doctorow Robert A. Heinlein Larry Niven Alaastair Reynolds Carl Sagan Peter Watts