
Footnotes

1. Herbert George Wells, *The Complete Novels of H. G. Wells* (Ferndale, New York: AB Books, 2023), Kindle.
2. William Gibson, *Neuromancer*, reprint edition. (New York City, New York: Ace, 2000), Kindle.
3. Lars Schmeink, "Dystopia, Alternate History and the Posthuman in Bioshock," *Current Objectives of Postgraduate American Studies*, no. 10 (2012).
4. Schmeink, "Dystopia, Alternate History," 2.
5. Grant Tavinor, "Bioshock and the Art of Rapture," *Philosophy and Literature* 33, no. 1 (2009).
6. Tavinor, "Bioshock," 92.
7. Rowan Tulloch, "A Man Chooses, a Slave Obeys: Agency, Interactivity and Freedom in Video Gaming," *Journal of Gaming and Virtual Worlds* 2, no. 1 (2010): 4.
8. Fern Opal Drew, "Exploitation and Rapture, How Bioshock Represents Capitalists and Workers," *Medium*, September 1, 2017.
9. Shalini Harilal, "Play Ss Subversion: Video Games in the Age of Transhumanism," *Language, Literature, and Interdisciplinary Studies* 3, no. 2 (2020).
10. "Over a Decade of Innovation," CRISPRX, CRISPR Therapeutics, accessed June 28, 2024.
11. Tavinor, "Bioshock," 2.
12. "Gene Editing and New Breeding Techniques: Regulations, Ratings and Index," Genetic Literacy Project, January 1, 2020.
13. Drew, "Exploitation," para. 11-12.
14. David Tannenbaum, "Bioshock Brings New Frontier to Shooter Genre," *The Eagle*, September 24, 2007.
15. Enoch Jacobus, "Bioshock: In Which We Reflect on Human Nature and Video Games as Art," *Old world for the new*, March 8, 2013.
16. Luke Cuddy, *BioShock and Philosophy: Irrational Game, Rational Book*, 1st ed. (Malden, Massachusetts: Wiley-Blackwell, 2015) .
17. Drew, "Exploitation".
18. Simon Ledder, "'Evolve Today!' 'Human Enhancement Technologies' in the BioShock Universe," in *Bioshock and Philosophy*, 156.
19. Hasbi Thaufik Oktodila and Dhita Hapsarani, "Ethics of Biotechnology in Bioshock's Interactive Narrative," *KnE Social Sciences* (2019).
20. Tulloch, "A Man," 3.

Works Cited

- CRISPR Therapeutics. "Over a Decade of Innovation." CRISPRX. Accessed June 28, 2024.

- Cuddy, Luke. *BioShock and Philosophy: Irrational Game, Rational Book*. 1st ed. Malden, Massachusetts: Wiley-Blackwell, 2015.
- Drew, Fern Opal. "Exploitation and Rapture, How Bioshock Represents Capitalists and Workers." *Medium*. September 1, 2017.
- Genetic Literacy Project. "Gene Editing and New Breeding Techniques: Regulations, Ratings and Index." *Global gene editing regulation tracker*. January 1, 2020.
- Gibson, William. *Neuromancer*. reprint edition. New York City, New York: Ace, 2000.
- Harilal, Shalini. "Play Ss Subversion: Video Games in the Age of Transhumanism." *Language, Literature, and Interdisciplinary Studies* 3, no. 2 (2020): 1-17.
- Jacobus, Enoch. "Bioshock: In Which We Reflect on Human Nature and Video Games as Art." *Old world for the new*. March 8, 2013.
- Ledder, Simon. "'Evolve Today!' 'Human Enhancement Technologies' in the BioShock Universe." In *Bioshock and Philosophy*, edited by Luke Cuddy, 150-60. 1st ed. Malden, Massachusetts: Wiley-Blackwell, 2015.
- Oktodila, Hasbi Thaufik, and Dhita Hapsarani. "Ethics of Biotechnology in Bioshock's Interactive Narrative." *KnE Social Sciences* (2019).
- Schmeink, Lars. "Dystopia, Alternate History and the Posthuman in Bioshock." *Current Objectives of Postgraduate American Studies*, no. 10 (2012).
- Tannenbaum, David. "Bioshock Brings New Frontier to Shooter Genre." *The Eagle*. September 24, 2007.
- Tavinor, Grant. "Bioshock and the Art of Rapture." *Philosophy and Literature* 33, no. 1 (2009): 91-106.
- Tulloch, Rowan. "A Man Chooses, a Slave Obeys: Agency, Interactivity and Freedom in Video Gaming." *Journal of Gaming and Virtual Worlds* 2, no. 1 (2010): 27-38.
- Wells, Herbert George. *The Complete Novels of H. G. Wells*. Ferndale, New York: AB Books, 2023.