



Cybersecurity and the Media in *Cyberpunk 2077*

by Labib Khan

How a dystopian world reflects real-world
cybersecurity issues

What is Cyberpunk 2077 About?

- Open-world dystopian RPG (role-playing game) set in Night City
- Technology and cybernetics deeply integrated into everyday life
- Constant tension between freedom, control, and corporate power



Why Media Matters in Cybersecurity

- Media shapes how people understand cyber threats
- Reporting influences fear, trust, and public behavior
- Misleading coverage can distort perceptions of cybersecurity
- In *Cyberpunk 2077*, media is controlled by megacorporations
- Corporate-owned news filters or hides cybersecurity incidents
- Media power influences who gets blamed for cyberattacks



In *Cyberpunk 2077*, the Arasaka Corporation, is a worldwide megacorporation dealing in corporate security, banking, and manufacturing. It is one of the most influential megacorporations in the world.

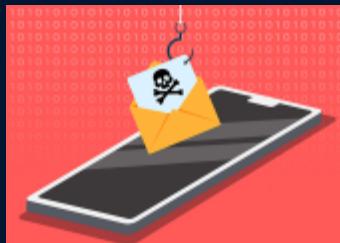
How the Media Portrays Cybersecurity Issues

- Hackers portrayed as unpredictable, dangerous criminals
- Cyberattacks framed as catastrophic and unstoppable
- Corporations shown as protectors, not aggressors
- Netrunners (*Cyberpunk*'s version of elite hackers) are often portrayed as dangerous criminals, while corporate hackers are ignored



Sensationalism & Fear: A Tool for Control

- Exaggerated headlines increase fear of hacking
- Fear pushes citizens toward corporate protection
- Sensational reporting can overshadow facts
- Mirrors how modern media exaggerates cyber threats for clicks



Misinformation in *Cyberpunk* and Real Life

- Night City media spreads incomplete or biased cybercrime stories
- Lack of transparency creates false narratives
- Real-world media sometimes misreports cyber issues due to complexity
- Misinformation increases fear and misunderstanding



Importance of Accurate Reporting

- Accurate reporting helps the public understand risks
- Prevents unnecessary panic and false assumptions
- Media education improves digital literacy
- Strengthens trust between citizens and institutions



Conclusion

- Media shapes public perception of cybersecurity
- *Cyberpunk 2077* demonstrates how information can be manipulated
- Sensationalism and misinformation distort reality
- Accurate reporting is essential for digital safety



Cited Sources

Fandom Games. (2020). Netrunner. Retrieved November 23, 2025, from Cyberpunk Wiki website: <https://cyberpunk.fandom.com/wiki/Netrunner>

Fandom Games. (2020). Arasaka. Retrieved November 23, 2025, from Cyberpunk Wiki website: <https://cyberpunk.fandom.com/wiki/Arasaka>

Silver, L. (2022, June 6). Americans see different global threats facing the country now than in March 2020. Retrieved November 23, 2025, from Pew Research Center website: <https://www.pewresearch.org/short-reads/2022/06/06/americans-see-different-global-threats-facing-the-country-now-than-in-march-2020/>

ENISA. (2022). ENISA THREAT LANDSCAPE 2022. Retrieved from <https://www.enisa.europa.eu/sites/default/files/publications/ENISA%20Threat%20Landscape%202022.pdf>

Fonts & colors used

This presentation has been made using the following fonts:

Montserrat

(<https://fonts.google.com/specimen/Montserrat>)

#ffab40

#85d5e6

#001633

#ffffff

