WHAT IS STEAMPUNK?

Steampunk combines nostalgia for Victorian aesthetics with creative technology to create a genre of science fiction literature that has influenced movies, television, fashion, and design.

Steampunkers are Makers, embracing a do-it-yourself philosophy and crafting items & clothing from found gears, clockworks, metals, etc. Stories are often speculative fiction or alternate histories which use steam and clockwork technology to emulate modern electronics; using the palette of brass and wood instead of chrome and plastic. Other touchwords include retro-futurism, neo-Victorian, and techno-fantasy. Related genres are western, cyberpunk and gaslamp fantasy/romance, among others.

The titles in this list come from the JMRL collection and inhabit many of these sub-genres and more, all touching on various aspects of the steampunk aesthetic. Check them out and visit a world where the future meets the past!

CLASSICS said to influence the genre

A Connecticut Yankee in King Arthur's Court, by Mark Twain. F Twain
Frankenstein, or, The Modern Prometheus, by Mary Shelley. F Shelley
Journey to the Centre of the Earth, by Jules Verne. F Verne
20,000 Leagues Under the Sea, by by Jules Verne. F Verne
The work of H. G. Wells. Try Seven Science Fiction Novels. F Wells

GRAPHIC NOVELS AND MANGA

Fullmetal Alchemist. Hiromu Arakawa ; YA PB Arakawa
Hatter M, vols. 1 & 2, by Frank Beddor. YA Beddor (see also The Looking Glass Wars)
Return of the Dapper Men, by Jim McCann and Janet Lee, J McCann
Ruse, by Mark Waid, et al. YA Waid
Vol. 1 - Enter the Detective
Vol. 2 - The Silent Partner

DVDs

20,000 Leagues Under the Sea (1954)
Around the World in 80 Days (1956)
Fullmetal Alchemist
The Golden Compass
A Series of Unfortunate Events
Sherlock Holmes (2009)
The Time Machine (2002)
FOR KIDS
The Kronos Chronicles, by Maries Rutkoski. J Rutkoski
   The Cabinet of Wonders
   The Celestial Globe
Clockwork; or, All Wound Up, by Philip Pullman. J Pullman
   The Clockwork Three, by Matthew J. Kirby. J Kirby
   Fergus Crane, by P. Stewart & C. Riddell. J Stewart
   The Invention of Hugo Cabret, by Brian Selznick. J Selznick
Clockwork Wars, by Frank Beddor. J Beddor followed by Seeing Red and ArchEnemy (see also Hatter M, under Graphic Novels)
Candle Man series, by Glenn Dakin. J Dakin
   The Society of Unrelenting Vigilance
   The Society of Dread

PICTURE BOOKS
appealing to a steampunk aesthetic
   And the Train Goes..., by William Bee; JP Bee
   The Cat Who Wouldn’t Come Inside, by Cynthia von Buhler; JP Buhler
   The Three Golden Keys, by Peter Sis; JP Sis
   The Mysteries of Harris Burdick, by Chris Van Allsburg, JP Van Allsburg
   The Wreck of the Zephyr, by Chris Van Allsburg, JP Van Allsburg
   Flotsam, by David Wiesner. JP Wiesner
   Sector 7, by David Wiesner. JP Wiesner
   The Dumpster Diver, by Janet Wong; JP Wong
   The Dream of Perpetual Motion, by Dexter Palmer. SF Palmer
   The Glass Books of the Dream Eaters, by Gordon Dahlquist. F Dahlquist
   The Kingdom of Ohio, by Matthew Flaming. F Flaming
   Shooting the Sun, by Max Byrd. F Byrd

RELATED NONFICTION
The Difference Engine: Charles Babbage and the Quest to Build the First Computer, by Doron Swade. 681.145 Swade
Dr. Eckener's Dream Machine: the Great Zeppelin and the Dawn of Air Travel, by Douglas Botting. 629.133 Botting
The Giant Airships, by Douglas Botting and the editors of Time-Life Books. 629.13 Botting
H. G. Wells, by Christopher Martin. 92 Wells
The Most Powerful Idea in the World: a Story of Steam, Industry, and Invention, by William Rosen. 909.81 Rosen
Thread Across the Ocean: the Heroic Story of the Trans-Atlantic Cable, by John Steele Gordon. 384.1 Gordon
The Victorian Internet: the Remarkable Story of the Telegraph and the Nineteenth Century's Online Pioneers, by Tom Standage. 384.1 Standage
Victorian Treasures: an Album and Historical Guide for Collectors, by Carol McD. Wallace 745.1 Wallace
The Way Things Work, by David Macaulay. 600 Macaulay