

Abstract

This master thesis deals with the topic of the relationship between man and technology, which is represented by cyborg characters in visual culture. The aim is to create a stereotype of individual cyborg characters from selected cyber-punk works, on the basis of which I can reflect the vision and ideas of the relationship between the organic and technical in the future world. This work is divided into four chapters – the first chapter focuses on cyber-punk as a sub-genre of sci-fi, in the second I define the cyborg character and the postmodern theoretical background, which are related to the cyborg, in the third chapter I present the theoretical basis for the analysis of characters and specify methodological procedures, in the final chapter I analyze the individual works.