Abstract (in English):

This thesis focuses on the theories of Human-computer interaction, called by the selected authors „postcognitivistic", that react critically to the cognitivistic approach of the first-wave HCI. The working hypothesis of this work is to view the broader context of interface of technological objects as a medium of a sociotechnical relation between technological artefacts, human actors and the society.

The goal of the thesis is to develop a theoretic-philosophical analysis and the comparison of how the primary sources focused on the HCI theory and sociotechnical systems, together with the chosen literature on the new media theory and philosophy of technology, contribute to the contemporary discussion about the contextual aspects of HCI, including the question of how seeing the interface as a sociotechnical relation influences the work of the designers who have to deal with the complexity of contemporary design problems.