

Abstract

The diploma thesis *Body Modifications in Cyberpunk Literature* deals with the representation and role of body modifications in selected works of cyberpunk literature. The issue analysis is carried out by means of combination of quantitative and qualitative approaches.

The first part of the thesis covers both areas theoretically and provides essential insight into the issue. In addition, the author develops her own definition of body modification and provides its genesis.

In the research part, the author first explores a body of selected literary cyberpunk works obtained through a pilot research, namely novels *Neuromancer*, *Snow Crash*, *Schismatrix* and *Blade Runner* and short stories collections *Mirrorshades* and *Burning Chrome*. Furthermore, the author quantitatively evaluates 503 mentions of body modifications in a given sample, using 25 variables.

The qualitative analysis, structured in 7 thematic areas, amplifies the quantitative findings and among other things deals with the role of body modifications in the construction of cyberpunk literary texts and their overlapping with reality.

Keywords

Body modification, cyberpunk, literature