

Abstract

This thesis focuses on the manner how a phenomenon often called „media construction of reality“ occurs in the Reality TV. This popular television genre is known for mixing reality captured on an omnipresent camera together with fiction elements in order to amuse the audience.

In the theoretical part, I will focus on the concepts that are crucial for this phenomenon such as Berger's and Luckmann's social construction of reality, gatekeeping or agenda setting. Also, I will describe the history of Reality TV as a genre and also will focus on main subgenres that can be seen on television these days.

In the practical part, I will use narrative analysis to identify how the media are constructing reality in television programmes. The sample for the analysis will consist of 80 episodes from 11 different TV shows of American and British production. These have already spread out of their country of origin and are familiar to Czech audience from local TV channels.

My main thesis is that media construction of reality can happen from the very beginning – i.e. from rules establishing to shooting and postproduction. All these phases will be analyzed in this paper.