

Abstract

The aim of the thesis is to discover and analyse the aesthetics and deautomatization techniques occurring in skateboarding since its inception in the 1950s.

As part of my research, I will be focusing on individual types of skateboarding, which I will examine from the aesthetics perspective.

Another object of my research will be communication in this sector and specific manifestation of a particular subculture.

I will also pay attention to the influence of the environment on the development of skateboarding and the renaming of this area thanks to this influence.

Last but not least, I will be interested in the social aspect; how watching skateboarding in public space is reflected in the perception of this activity.