



From Gamer to Blinkit: Posthuman Assemblages Foreseen by Cyberpunks

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Abstract

This article focuses on the portrayal of bodies in Neal Stephenson's novel *Snow Crash* from a posthuman perspective. Assemblage and Avatars in cyberpunks are figurations that visualise the possibilities of biological bodies in connection with embodiments that are termed as non-human in anthropocentric domains like empirical science. By analysing the multiple configurations and the flexibility of realising various relational entities in cyberpunks through the concept of Gilles Deleuze's assemblages and Gig Labour bodies new perspectives on the potential of bodies capable of producing various human-non-human realities are identified. This article attempts to critique the neocapital fragmentation of bodies through posthuman concepts of deontologising the biological static body to informational bits and virtual bodies that can be of great significance in contemporary consumerist culture.

Keywords: Assemblage, Gig labour, Posthuman, Avatar, Blinkit, BwO.