Cyber and digital arts have become the phenomena of contemporary art since 1990s. The widespread of creating artworks by cyber and digital arts brings the benefit and convenience for female artists who have been placed in the margin of technology. Therefore, not only in Taiwan, but also in nearby Japan and Korea, there are many female artists use cyber and digital technology as the media of their artworks which reveal the issues of gender perspectives and ethnicities in Asian cultures. From the observations of above, I continue the study on my PHD dissertation and also my early research on Lucifer Hung, the female science fictionist. I, therefore, extend this project to three Asian female artists who are from three countries. They are Sin-Yi Lin from Taiwan, Marik Mori from Japan and Lee Bul from Korea. First, the study will focus on the representation of Asian women. These three artists objectively present the intention of reconstructing the image of Asian women, especially in the world of science fiction. Asian women can be the mutated cyborgs. These female images of post-human appear by the faces and identities of Asian women which subvert the erotic objects of white women used to be showed in the cyber world and turn them to be the subjects of their own. Asian women successfully arrogate and replace the image of other which was only represented in the discourse of the West and disinherit the dogmatic authorities of creation and explication. Second, the project will highlight the concerns of gender perspectives and the metaphors behind the virtualization, performance and frolic which are the most important motifs in their works. Above all, this project will apply the theories from Donna Haraway and Jennifer González who advocate women of color as post-human to analyze the artworks of these artists and compare the similarities and differences in the world of science fantasy they explore.

Keywords: Asian woman, cyber art, digital art, cyborg, science fantasy, gender studies, other