

This thesis deals with intermedial play with words and pictures in author's book for children and teens. In the first theoretical chapter, reader learns the specific attributes of literature for children and teenagers from the literary and art point of view, it means he will get to know rules of the play with word and picture and their functions in the literature for children and teenagers.

Second chapter is dedicated to the game, the basic attributes of the game and game in the literature for the children and teenagers that is best represented by the intermediate author's book, by a book-toy. These are the books that unite words and pictures in one artistic complex, to which the play with sound is added. Electronic media take sometimes part in the game as well.

Third chapter is dedicated to the concrete examples of words', pictures' and creative games' connection made by authors of books for children and teenagers. These books are represented with the works of Petr Nikl, František Skála, Petr Šmalc and Květa Pacovská.

The main point of this thesis was finding attributes and components of game in the intermedial writing for children and teenagers, through which is the personality of the individual formed. In the same time we study whether and how are the general rules for creating books for children and teenagers being kept or broken or how beneficial can the untraditionally conceived books be.