

The thesis deals with the phenomenon of interactive narrativity, especially in codex-type texts. The aim of the thesis is to highlight the difficulties the current narratology has in coping with this kind of texts and to present an alternative approach to texts newly created mainly due to the development of modern technologies, the concept of cybertext postulated by Finnish theorist Espen Aarseth. Significant attention is focussed on the structural properties of this type of texts, which are the requirement of the feasibility of interactivity. The thesis is an attempt to assess generally both approaches and their advantages and disadvantages. The second part is devoted to an analysis of codex-type interactive texts. The aim of the list of selected literary works with an experimental structure is to demonstrate that interactive texts (or cybertexts) are based on the principles of traditional printed literature and are only an organic continuation of the experimental literature in another medium. A more detailed analysis of selected interactive texts aims to demonstrate the thesis of structural characteristics of interactive texts.