

The topic of this work is Principle of the Game in Contemporary Art and its use in Art Education. The first part concerns the Art and design in context of other subjects and the curricular documents with the main goals. The work also deals main needs of contemporary society, which should be covered by the Art education. There are presented the inspiration sources for teachers and future teachers in the next part. The sources are: web sites, books and Gallery Education, all of them conected with the topic *Principle of the Game in Contemporary Art*. Chapters *Proměny umění v 2.polovině 20.století* and *Současní umělci* present the new forms of art and their contemporary representatives, who works with the principle of game. At last I uncover the connection between art and a game and present some methods for working with contemporary art at school.