

This thesis presents Arnošt Goldflam as playwright with a peculiar position in the Czech culture. It summarizes basic knowledge about nature and style of dramatic texts and, on the basis of this knowledge, deals with stylistic and linguistic analysis of the part of the author's works which are original dramatic texts. It's based on the corpus of twelve games, that represent this kind of his creative work from the 80's until recently. The objective of the thesis is to determine the basic characteristics and language instruments involved in the structure and meaning of each game. Based on the analysis of instruments stylish construction of various levels and areas of language it defines the most significant common features stylish of all included texts and also author's progression in the use of language and style formation. Goldflam's theater work is characterized not only by choosing subjects, but also in the way of their language and staging interpretation. Author's creative activity is still undone, the thesis offers a view of only the selected area of his work.