

Abstract (in English):

The thesis analyses mainly two novels about art written and published in the 1940s, Thomas Mann's *Doctor Faustus* [1947] and Hermann Hesse's *The Glass Bead Game* [1943]. In three parts, I gradually present a methodological ground, prominently focused on the character in the narrative considering its dimension of values and in the form of the artist; then the intermedial aspect of the novels, characterized mainly by musicality and intertextuality and denoting a wider cultural field; and the reflexive element, which both questions the character type and its cultural world and thus actualizes it. The text thus presents a comprehensive analysis of the ways in which fictional texts thematise art and its role in society, which is analysed as a historically conditioned phenomenon of the period of "crisis", but also as an universal principle of cultural continuity.