

Lectures / Workshops / Supervision

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University Courses & Workshops

- SuSe24 (in progress)
UE University of Europe for Applied Sciences, Berlin
Game-A-Week (GD21), project module
BA Proposal, with Prof. Dr. Stephan Günzel (GD21), workshop
- WS23/24 UE University of Europe for Applied Sciences, Berlin
Finding the Game, with Benjamin Rose (GD22), project module
Project 1 / Game & Play (GD23), project module
- SuSe23 UE University of Europe for Applied Sciences, Berlin
Project 2 / Game Development (GD22), project module
Game Dev Simulator 2023, with Florian Berger (GD21), project module
BA Proposal, with Prof. Dr. Stephan Günzel (GD21), workshop
Curatorial Practice (GD20), workshop
- WS22/23 UE University of Europe for Applied Sciences, Berlin
Finding the Game (GD21), project module
Project 1 / Game & Play (GD22), project module
Code & Algorithm (GD22), workshop
- SuSe22 UE University of Europe for Applied Sciences, Berlin
Game Gardening Sim '22, with Prof. Dr. S. Günzel (GD20), project module
Game-A-Week (light) (GD21), project module
BA Proposal, with Prof. Dr. Stephan Günzel (GD20), workshop
- WS21/22 UE University of Europe for Applied Sciences, Berlin
Project 1 / Game & Play (GD21), project module
Build a toy (first) (GD19, GD20), project module
Game Design as Gardening (GD19, GD20), workshop
- SuSe21 UE University of Europe for Applied Sciences, Berlin
(formerly UE University of Applied Sciences Europe, Berlin)
Layers in Games (GD19), workshop
Building Worlds (GD19), project module
Project 2 / Run!, with Prof. Florian Berger (GD20), project module
- WS20/21 UE University of Applied Sciences Europe, Berlin
Game-A-Week (GD19), project module
Project 1 / Game & Play (GD20), project module
Into the Engine (Tools & Techn. 1), with Prof. Florian Berger (GD20), workshop
- SuSe20 UE University of Applied Sciences Europe, Berlin
Project 2 / Exploring Worlds (GD19), project module
Build a toy (first) (GD17, GD18), project module
Game Design as Gardening (GD17, GD18), workshop
- WS19/20 UE University of Applied Sciences Europe, Berlin
Project 1 / Mechanics (GD19), project module
Game-A-Week (GD18), project module
Interface Design (GD18), workshop

- SuSe19 UE University of Applied Sciences Europe, Berlin
Project 2 / Exploring Worlds (GD18), project module
Game-A-Week (GD16, GD17), project module
The OO Bazaar, with Prof. Florian Berger (GD16, GD17), workshop
Drawing Ideas, with Prof. Sebastian Stamm (GD16, GD17), workshop
- WS18/19 UE University of Applied Sciences Europe, Berlin
Project 1 / Mechanics (GD18), project module
Game Gardening Simulator 2018 (GD16, GD17), project module
Schnittstellen I: Level Design & Balancing (GD16, GD17)
- SuSe18 UE University of Applied Sciences Europe, Berlin
Project 2 / This Boots Are Made For Walking (GD17), project module
Build the toy first (GD15, GD16), project module
On Storyworlds - Dissecting Star Wars (GD15, GD16), workshop
- WS17/18 UE University of Applied Sciences Europe, Berlin
 (formerly BTK University of Applied Sciences, Berlin)
Project 1 / Mechanics (GD17), project module
Prototype or die! (GD15, GD16), project module
Schnittstellen II: Interface Design & Balancing (GD15, GD16), workshop
Game Design as Gardening (GD15, GD16), workshop
- SuSe17 BTK University of Applied Sciences, Berlin
Project 2 / Narratives (GD16), project module
Digital Game Design (GD14, GD15), project module
Event Design, with Lorenzo Pilia (GD14, GD15), workshop
Advanced Game Design (Level & System Design) (GD14, GD15), workshop
BA Proposal, with Prof. Dr. Stephan Günzel (GD14), workshop
- WS16/17 BTK University of Applied Sciences, Berlin
Rapid Prototyping: Game Design II (GD15), workshop
Game Design Patterns (GD16A), lecture
Game Design Patterns (GD16B), lecture
Dev Talking & Close Playing, workshop
- SuSe16 BTK University of Applied Sciences, Berlin
Rapid Prototyping: Game Design II (GD14), workshop
Storytelling (GD15), lecture
Dev Talking & Close Playing, workshop
- WS15/16 BTK University of Applied Sciences, Berlin
Rapid Prototyping: Game Design I (GD14), workshop
Game Design Patterns (GD15), lecture
Game Art (GD15), lecture
Dev Talking & Close Playing, workshop
- SuSe15 University of Bayreuth, Bayreuth
Linear vs. Systemic Narrative Theories (Media History & Aesthetics), workshop
- BTK University of Applied Sciences, Berlin
Game Design (Boot Camp II - GD14), workshop

- WS14/15 BTK University of Applied Sciences, Berlin
Game Design Patterns (Boot Camp I - GD14), workshop
- ifs international film school, Cologne
Games & Transmedia (Writers Lab - MA Serial Storytelling), workshop
- Mediadesign University of Applied Sciences, Munich
Prototyping (MA GD1013), workshop
- SuSe14 Mediadesign University of Applied Sciences, Berlin
Game Studies (GD1014), lecture
Mediadesign University of Applied Sciences, Berlin
Level & World Design (GD1012), workshop
- Mediadesign University of Applied Sciences, Munich
Level & World Design (GD1012), workshop
- University of Bayreuth, Bayreuth
Game vs. Level Design, workshop
- WS13/14 University of Bayreuth, Bayreuth
Interactive Storytelling, lecture
Game & New Media Art, workshop
- SuSe13 Mediadesign University of Applied Sciences, Munich
Level & World Design (GD1011), workshop
- SAE Institute, Berlin
History - The Evolution of Gameplay, lecture
- SuSe12 Mediadesign University of Applied Sciences, Munich
Game Systems & Player Navigation (GD Basics I - GD1010), workshop
Interactive Storytelling/ Documentation (GD Basics II - GD1011), lecture
- SAE Institute, Berlin
History - The Evolution of Gameplay, lecture
- WS11/12 Mediadesign University of Applied Sciences, Munich
Level & World Design (GD1010), workshop
Dramaturgy & Didactics (MA GD1010), lecture
Game Systems & Player Navigation (GD Basics I - GD1011), workshop
- SAE Institute, Berlin
History - The Evolution of Gameplay, lecture
- ifs international film school, Cologne
Narrative Design & Game Writing (Screenwriting), workshop
- SuSe11 Mediadesign University of Applied Sciences, Munich
Game Systems & Player Navigation (GD Basics I - GD1009A), workshop
Game Systems & Player Navigation (GD Basics I - GD1009B), workshop
Level & World Design (GD1009A), workshop
Game Journalism (MA GD1010), lecture

- WS10/11 Mediadesign University of Applied Sciences, Munich
Interactive Storytelling/ Documentation (GD Basics II - GD1010), lecture
- SuSe10 Mediadesign University of Applied Sciences, Munich
Game Systems & Player Navigation (GD Basics I - GD1008), workshop
- WS09/10 Mediadesign University of Applied Sciences, Munich
Interactive Storytelling/ Documentation (GD Basics II - GD1009A), lecture
Interactive Storytelling/ Documentation (GD Basics II - GD1009B), lecture

Other (Lectures)

- 2015 *Narrative Design: Storytelling & System Design*
Montageforum, HFF Potsdam/ Babelsberg
- 2015 *Interactive Storytelling*
ifs international film school, Cologne
- 2014 *Transmedia - An Introduction*
Cologne Game Lab (CGL), Cologne
- 2014 *Transmedia - An Introduction*
ifs international film school, Cologne
Interactive Media 2013/ 2014
- 2013 *Transmedia - An Introduction*
ifs international film school, Cologne
Interactive Media 2012/ 2013
- 2013 *Narrative Design & Interactive Writing*
ifs international film school, Cologne
Interactive Media 2012/ 2013
- 2012 *Interactive Storytelling*, with Martin Ganteföhr
ifs international film school, Cologne
Interactive Media 2011/ 2012
- 2012 *Transmedia - An Introduction*
HFF University of Television and Film, Munich
- 2011 *Interactive Storytelling*, lecture
Cologne Game Lab (CGL), Cologne

Other (Workshops)

- 2024 *Wir sind drin... und jetzt?*
WDR Fiktion, Cologne
- 2014 *Narrative Design & Game Writing*, with Martin Ganteföhr
ifs international film school, Cologne
Interactive Media
- 2013 *Narrative Design & Interactive Writing*
ifs international film school, Cologne
Interactive Media 2012/ 2013
- 2013 *Transmedia - An Introduction*
Network Movies, Cologne
- 2013 *Transmedia - An Introduction*
Arte Editorial, Strasbourg
- 2013 *Board Game Design*
SAE Institute, Berlin
- 2012 *Board Game Design*
SAE Institute, Berlin
- 2011 *Board Game Design*
SAE Institute, Berlin

BA / MA Supervision

- SuSe24 (in progress)
- WS23/24 UE University of Europe for Applied Sciences, Berlin
Anton Gschanes: *Player-Driven Impact on Ecosystem Dynamics; BioLife*
Andre Chilat: *Predator-Prey Dynamics in an Ecosystem Simulation; BioLife*
Mylene Ben Osman: *Video Game Spaces and the Representation of the Character's Inner Journey; Insomnia(c)*
Ottavio di Thiene: *The Role of Serious Games for Climate Change and Young Generations; Solar System Simulation & Terrain Generator*
Mark Kömives: *Who Holds the Brush? A Study on Human Control in AI-Enhanced Game Development; Quantum Psycho*
- SuSe23 UE University of Europe for Applied Sciences, Berlin
Suzanne Bogaard: *The Golden Egg of the Game Designer: Metaphors in Game Designing; Bunch of Dicks*
Juan Osorio: *Playing Wrong Right - Expansive Gameplay: What is it? And why do players partake in this activity?; Codename Core*
Catriona Barley: *The Importance of Choice - a delve into opt-in and opt-out mechanics; Appetites Of Avarice*
Jana Scheibner: *What is the difference between intuitive and unintuitive design of diageitic UI in puzzle games?; Aenigma Silva*

Maria Shchurova: *Accelerating Game Evolution: Applying Permaculture Principles to Game Design*; Elkridge
Boyan Dobrev: *Adapting the Game to the Player; The Aral Sea Disaster (WT)*
Miriam Oumar: *Serious Games und Geschichte: Welche Narrativen werden für die Darstellung von Geschichte in Serious Games evoziert?; WW2 Walking Sim (WT)*

WS22/23 UE University of Europe for Applied Sciences, Berlin
Ian Kläre: *The Potential of Transmedia for Visual Worldbuilding: Comics to Games; SoundBarrier*
Martin Bremer: *What is Game Design Theory For? A Defense of Practice-Oriented Methodologies in Game Design Studies; SoundBarrier*
Martina Marchio: *Mental Health & Games: How can games promote and affect players' mental health?; Slumber Party*
Lenny Jox: *How the Game Industry tells interactive world-building and the budgetary limitation in their development; The Merch*
Rufus Tornquist: *Attachement and Attraction to Antagonists; Prison Heart Break*
Stella Tegler: *The Uncanny in Horror Videogames: Aesthetics of Creatures; Prison Heart Break*
Vincent von Hartz: *Positives Unbehagen in Videospiele; Pharmacy of Dead*

SuSe22 UE University of Europe for Applied Sciences, Berlin
Torben Miezner: *Erzählerische Funktion von Bosskämpfen in Videospiele; Discarded Alone*

WS21/22 UE University of Europe for Applied Sciences, Berlin
Hariharan Anpalagan: *How does exploitive monetisation affect F2P games and its consumers?; Monetisation Defense (WT)*
Cagatay Aydin: *Balancing, (re)design and difficulties in videogames; Sneak n' Peak*
Tung Cao: *A Conversation with the Player; Junra*
Maximilian Kinney: *Motivating Users Through Social Interactions; Operation Co*
Frederic Wendt: *How does the Player Guidance of a Level affect a Players Immersive Experiences?; Valley of Runes*

SuSe21 UE University of Europe for Applied Sciences, Berlin
Leonie Jia: *Wieviel bleibt vom mythologischen Charakter übrig?; Jimmu - Ein Konzept für League of Legends*
(MA) Khaldoun El Attrash: *I-Paw - Monitoring our pets' health through sensors and machine learning*
(MA) Maria Jose Gatica Riofrio: *Syco (Synesthetic Composition) - An exploration of body motion perception and creativity*

WS20/21 UE University of Applied Sciences Europe, Berlin
Alexander von Anhalt: *Rational Level Design: how does rational level design function especially well for platformer video games?; Ooze*
Lucas Bödeker: *Game Design by Fantasy; All That Lies Below*
Sarah Junger: *Social links in Japanese role-playing games: believability of non-playable character presentation; Protea*
Paul Kettmann: *Strategie versus Taktik; Strategic Tabletop Sandbox (WT)*
Sam Luckhardt: *Environmental Foreshadowing; The Whispers In Between*
Luca Martinelli: *Instrumental Convergence for Game Development; All That Lies Below*

- WS19/20 UE University of Applied Sciences Europe, Berlin
 Mascha Camino: *Spieler und ihre Geschichten; Event-Scripting for The Curious Expedition 2*
 Zoe Koc: *Entertainment Games sind besser Design als Educational Games; Living Trees*
 Wolf Niedermark: *Aspersion - an approach to the limits of game authenticity and narrative space; Dedgrid*
 Hannah Pollow: *Vom Kompromiss zur Kunstform; Game of Life and Death*
 Giulia Pratllo: *Environment and Emotion - How are landscapes designed to convey emotional narrative?; Hitchhiker Detour*
 Timo Ruberg: *Entwicklung digitaler Spiele durch Wiederverwendung von Content; Hitchhiker Detour*
 Viktor von Schellwitz: *Non-Vocal Discourse - Wie Spiele ohne Erzählung auskommen; Ascension*
 Anne Zarnecke: *Mechanics in (E)motion; Hitchhiker Detour*
- SuSe19 UE University of Applied Sciences Europe, Berlin
 Manuel Arabadzic: *You Died! Eigenschaften und Implementierungsproblematiken des Avatartodes; Mistwood*
 Katarzyna Kaminiew: *Animation in Videospiele; Fighting Fish*
 Myriel Schigiol: *Freundschaft im Computerspiel - Die Entstehung und Veränderung der Beziehung zwischen Spieler und Companion; Mistwood*
- WS18/19 UE University of Applied Sciences Europe, Berlin
 Nino Brugger: *Das zuhörende Spiel; The Bad Game*
 Konstantin Kallus: *Navigation in der virtuellen Realität; Fighting Fish*
 Erik Mario Lopez Gerner: *Personifikation in Videospiele; Fighting Fish*
 Onur Özkan: *Wie wirken sich Game Design - Konzepte auf die Entwicklung eines Frameworks aus?; Framework & Spiel*
 Roxana Rahmlow: *Creating Myself - Character Creation außerhalb des Interfaces; Max's Birthday*
 Katherine Puga Tiedemann: *Die Zusammensetzung eines Spiele-Avatars und das Verhältnis der Programm- und der Material-Ebenen in Videospiele; Fighting Fish*
 Max Tromlitz: *Idol Games - Das Phänomen „Main“; Max's Birthday*
- SuSe13 MDH Mediadesign University of Applied Sciences, Munich
 Alexandra Schlecht: *Die Funktionsweise und Implementierung von Environmental Storytelling in Computerspielen*
- SuSe12 MDH Mediadesign University of Applied Sciences, Munich
 Nazim Hatipoglu: *Gezielte Erzeugung negativer Emotionen in Horrorspielen*
 Markus Herbig: *The Big Picture - Eine Metapher für die Analyse und Visualisierung der Prozesse, Produkte und Kompetenzen bei der Spielplanung*
- SuSe11 MDH Mediadesign University of Applied Sciences, Munich
 Ilya Bank: *Computerspielspaß im Detail - ein psychologisches Phänomen*
 Christian Harlander: *Motivierende und innovative Architekturen in Computer- und Videospiele*
 Torsten Heldmann: *Emotionalisieren in einer virtuellen Gedenkstätte*
 Alexander Schmidt: *Vom Brettspiel zum Computerspiel - Analyse, Abgrenzung und Anpassung von Spielmechaniken*

Thorsten Wahner: *Moralische Transfers von der realen in die synthetische Welt*
Richard Winterstetter: *Trigger-based Scripting - Narrative und spielerführende Wirkung*