

# Lectures / Workshops / Supervision

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## University Courses & Workshops

- WS21/22 UE University of Applied Sciences Europe, 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 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
- Mediadesign University of Applied Sciences, Berlin  
*Game Studies (GD1014)*, lecture
- SuSe14 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)**

- 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**

- WS21/22 (work in progress)  
UE University of Applied Sciences Europe, 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*

- WS19/20 (cont.)  
 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 Harlender: *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*