Csongor Baranyai

+49 (0) 163 / 683 50 22
csongorb@gmail.com
www.csongorb.com

Born in 1976 in **Budapest**/ Hungary and has lived in Germany since 1988, in **Berlin** since 1997. Father of two. Speaks **German**, **Hungarian** and **English**.

Began career writing personal **short stories** and later **music journalism** for Hungarian magazines and newspapers.
From 1999 to 2005 studied film and television **dramaturgy**/ script writing at the **HFF Hochschule für Film und Fernsehen** in Potsdam/ Babelsberg. Was involved in several short movies as director, assistant director, dramaturg, and script/ continuity.

Has worked from 2005 to 2008 as **game designer** and **conceptioner** for several companies as a contracted employee. Since 2008 worked on various projects as **freelancing game designer, narrative designer** and **consultant** for game developers, transmedia projects and artists, as well as miscellaneous **personal a/o experimental projects**.

Since 2009 was **lecturer** for game & system design, interactive narration and transmedia at several institutions. Was head of the further education program **Interactive Media** at the **ifs international film school** in Cologne, where he also helped designing the curriculum for the **MA Digital Narratives**.
Since 2015 he is **Professor of Game Design** at **UE University of Europe for Applied Sciences**. Since 2016 he is head of the BA study program **Game Design // UE**, shaping its general direction and core identity, considering and examining games as an expressive medium.

Invented, developed and organised several **events/ event series** dealing with/ about games, narrative design, and digital media, among others **remake:movieoke** and **Devolution - how to grow a game**.

Academics

2022 -   *Head of Game Design // UE*
2016 - 21   UE University of Europe for Applied Sciences, Berlin
                 Curriculum design, general direction, internal events,
                 cooperating with external lecturers (Sabine Harrer, Jörg Friedrich, Michael
                 Liebe, Peter Holzapfel, Richard Boeser, Franziska Zeiner, etc.), etc.

2015 -   *Professor of Game Design*
                 UE University of Europe for Applied Sciences, Berlin
                 various academic positions
                 Faculty Council, Academic Senate
                 IF Institut für gestalterisches Forschen
                 Chairmanship of and participation in appointments committees
                 (Professorships Game Design, Game Art, Game Programming)

2013 - 14   *Scientific assistant*
                 University of Bayreuth - Media Studies

2012 - 15   Consulting & curriculum design
                 MA Digital Narratives
                 MA Narrative Design/ Interactive Storytelling (on hold)
                 BA Digital Film Arts
                 [ifs international film school, Cologne](#)

2010 - 15   *Head of Interactive Media*
                 ifs international film school, Cologne

2010 - 15   Curriculum design & organization (further education program)
                 Writing for Interactive Media 2015
                 Interactive Media 2013/ 2014, 2012/ 2013, 2011/ 2012
                 Mobile Media 2010/ 2011
                 ifs international film school, Cologne

Curation/ Event Design

2016 -   [*Devolution*](#) *- how to grow a game?*
                 Exhibition/ event series exploring the development process of games
                 In cooperation with Game Design // UE & A. MAZE. / Berlin
                 Idea, design, organizsation
                 #1 The Curious Expedition
                 #2 Shift Happens
                 #3 Thumper
                 #4 SUPERHOT
                 #5 Kingdom, Ape Out & Hidden Folks
                 #6 Baba Is You & Dicey Dungeons (Total Digital)
                 #7 Lonely Mountains: Downhill

2019	*Game Design as Gardening Summit*
	A MAZE. / Berlin
	In cooperation with Game Design // UE, A. MAZE. / Berlin & Clash of Realities
	Idea, program, organisation

2016 - 17	*Stereotype*
	Lecture Series on The Archetype, The Cliché and Other Simplifications
	UE University of Europe for Applied Sciences
	Co-organizing and -hosting with Prof. Emily Smith & Anne-Christin Plate

2015 -	*Co-hosting and/or supporting events as Game Design // UE*
	Talk & Play
	BerlinGameScene
	Femisphere
	Civic Game Jam
	Virtual Reality Meetup Berlin

2015 -	*Internal Events for Game Design // UE*
	Game Jams, Playtesting Evenings, Panels, Guest Lectures
	(Lea Schönfelder, Martin Gantehöhr, Almut Schwacke, Mark Brown, etc.)

| 2015 | *TV Hackday* |
| | Design, organisation |

2015	*Creating Storyworlds - Film & Games Summit*
	Clash of Realities 2015, Cologne
	Idea, program, organisation

2014 - 16	*Play & Talk*
	Event series about game and narrative design
	ifs international film school, Cologne
	Idea, design, organisation

2005 - 10	*remake:movieoke & Freunde der audiovisuellen Sozialisation*
	Project/ event/ game with & about the pop culture
	Idea, design, organisation (with Vera Baranyai)

2003	*Bedroom; Inside; Night/ Schlafzimmer; Innen; Nacht*
	Multimedia script reading
	Conception, dramaturgy, organisation

2000	*How do I get into the film business?/ Wie komme ich zum Film?*
	Film screenings and discussion
	Conception, organisation

Panel Discussions/ Moderation

2019	*Game Development as Gardening*
	An in-depth conversation with Adriaan de Jongh,
	Gabe Cuzzillo & Thomas van den Berg

2018   *Neue Dramaturgien IV. Als Detektiv im transmedialen Universum*
Interview by Dr. Eva-Maria Fahrmüller

2017   *In Conversation with Brian Wilson*
Devolution #3: Thumper, Berlin

2016   *In Conversation with Mathias Neukam & Stefan Fischer*
Devolution #2: Shift Happens, Berlin

2016   *In Conversation with Riad Djemili & Johannes Kristmann (moderation)*
Devolution #1: The Curious Expedition, Berlin

2015   *Meaning and Computer Games* (session chair)
The 9th International Philosophy of Computer Games Conference, Berlin

2015   *Where is the Worldbuilding in Games? (moderation*)
with Emmanuel Guardiola, Christian Huberts, Johannes Kristmann
Clash of Realities, Cologne

2015   *Where are Worlds coming from? How to think in Worlds?* (*moderation*)
with Allison Norrington, Stephan Günzel, Helmut W. Pesch
Clash of Realities, Cologne

2010   *Film and Games - the beginning of a beautiful friendship?/*
Film und Games - der Beginn einer wunderbaren Freundschaft? (participant)
with Martin Ganteföhr, Michael Rueger, Anne von Vaszary,
Gundolf S. Freyermuth
Kinofest Lünen, Lünen

Talks

2023   Save the Trees! Or: The importance of preserving the process
Games & Literature Conference, German Literature Archive Marbach

2018   *What VR wants… and why it's not 360*
VR Meetup, Berlin

2017   *The Evolution of Devolution - How to grow a game?*
Burg Giebichenstein Kunsthochschule, Halle

2016   *Experience as Principle*
VR Meetup, Berlin

2015   *Experience as Principle*
VR Conference, Berlin

2015   *From Social to Immersive - Storytelling in VR*
Social TV Summit, Munich

2015   *The Transmedia Storyteller as Crime Writer*
DOK.fest, Munich

Publications

2024   (work in progress)
Save the Trees! Or: The importance of preserving the process
in: Games & Literature, Marbacher Schriften
eds. Sebastian Möring, Dîlan Canan Çakir, Anna Kinder

2020   *Spiele pflanzen - Die natürliche Schönheit digitaler Spiele*/
Planting games - The natural beauty of digital games
in: WASD 17: Natürlich, Sea of Sundries Verlag

2016   The Transmedia Storyteller as Crime Writer/
Der Transmedia Storyteller als Krimiautor
in: Transmedia Reader, Transmedia Bayern e.V.

2016   *The Fun of It*
in: 10 Jahre BTK, BTK

Game Design (personal projects)

2020 -   In etwa Rotkäppchen
A narrative playground, developed with my children

2017   Oneminutegame
A short (approx. one minute) game about your sense of time

2015 -   Kipporgel
A musical toy about anticipation

2014 -   Teaching resources (free a/o open source)
Narrative Design Workshop Material
Narrative Design Cards
Level Design Cards
Interface Design Cards
Card Creator
Progression Quest
Grading Poker
Unity Templates
Interactive Media Dice
My Studies - Sticker Album

Teaching/ Lectures/ Workshops (selection)

2014 -   UE University of Europe for Applied Sciences, Berlin
            Game-A-Week, project module
            Build the toy (first), project module
            Exploring worlds, project module
            Game Gardening Simulator, project module with Prof. Dr. Stephan Günzel
            Event design, workshop with Lorenzo Pilia
            Game Design as Gardening, workshop
            On Storyworlds - Dissecting Star Wars, lecture
            Drawing ideas, lecture with Prof. Sebastian Stamm
            Mentoring/ supervision of student projects & bachelor theses

2014 - 15   Mediadesign University of Applied Sciences, Berlin
            Level & World Design, workshop
            Game Studies, lecture

2013 - 14   University of Bayreuth, Bayreuth
            Interactive Storytelling, lecture
            Game vs. Level Design, workshop
            Mentoring/ supervision of student projects

2011 - 14   SAE Institute, Berlin
            History - The Evolution of Gameplay, lecture
            Board Game Design, workshop

2011 - 15   Cologne Game Lab (CGL), Cologne
            Interactive Storytelling, lecture
            Transmedia - An Introduction, lecture
2011 - 15   ifs international film school, Cologne
            Interactive Storytelling, workshop with Martin Ganteföhr
            Narrative Design & Interactive Writing, workshop

2009 - 14   [Mediadesign University of Applied Sciences](#), Munich
            Game Systems & Player Navigation, workshop
            Interactive Storytelling/ Documentation, lecture
            Level & World Design, workshop
            Mentoring/ supervision of student projects & bachelor theses

Project Mentoring/ Tutoring

2016   *story:first*, Munich
            Mentoring/ tutoring of (transmedia) projects

2015 -   UE *University of Europe for Applied Sciences*, Berlin
            Mentoring/ supervision of student projects

2015   *story:first*, Munich
            Mentoring/ tutoring of (transmedia) projects

| 2013 | *TV Hackday*, Munich |
| | Project mentoring |

2010 - 15	*Interactive Media 2013/ 2014*
	Interactive Media 2012/ 2013
	Interactive Media 2011/ 2012
	Mobile Media 2010/ 2011
	ifs international film school, Cologne
	Project mentoring

| 2009 - 15 | *Mediadesign University of Applied Sciences*, Munich |
| | Mentoring/ supervision of student projects |

Transmedia/ Consulting/ Jury/ Other

| 2017 - 19 | VR Now Awards |
| | Jury member - interactive experience |

| 2014 | AR Toys Competition (by Toywheel & metaio) |
| | Jury member |

2013 -	Transmedia - an Introduction (workshop)
	Network Movie, Cologne
	Arte Editorial, Strasbourg
	HFF University of Television and Film, Munich

2011 -	Consulting
	Viktor's Head/ Viktor's Kopf, idea & outline: Carmen Eckhardt
	Awra Amba, idea & outline: Paulina Tervo
	Searching for Heroes/ Helden gesucht, idea & outline: Timo Semik
	Mumbai Slum Diary, idea & outline: André Hörmann

Game Design (as freelancer)

2021 - 23	Call of Prev
	Cultures Interactive e.V.
	UX & editor design

2010 - 15	*Dirk Bell: nYou wOne*
	Cooperation with artist Dirk Bell
	Kunstverein Braunschweig, Braunschweig, 2014 (v. 0.3 - multiplayer)
	The Modern Institute, Glasgow, 2011 (v. 0.2 - game & interactive objects)
	Sadie Coles, London, 2010 (v. 0.1)
	The Modern Institute, Glasgow, 2010 (v. 0.1)
	Game design & producing

2009	*Fixi - LearnBoards*
	Braingame GmbH
	Learning application, whiteboard
	Conception/ game design

2008 - 09   *Unannounced game*
             GPI AG
             Sport/ simulation, PC
             Game & narrative design

2008   *PhysikusDS*
             Braingame GmbH
             Learning adventure, Nintendo DS
             Game & narrative design

2006   *remake:movieoke - The Game*
             remake:movieoke as video game
             Idea, game design & prototype

Game Design (as employee)

2007 - 08   Blue Byte GmbH/ Ubisoft
             Game designer

             The Settlers 7/ *Die Siedler 7*
             RTS/ simulation, PC
             Game design

2006 - 07   lbxgames GmbH
             Lead game designer

             OGame/ Mobile
             Online strategy, mobile
             Game & interface design

             [Werner - Haat am Ball](#)
             Action, mobile
             Game & level design

             Armored Forces
             Strategy, mobile
             Game design

2005 - 06   Silver Style Entertainment
             Game designer

             Simon The Sorcerer 4
             Adventure, PC
             Game design, story & dialogue writing

             Everlight
             Adventure, PC
             Game design & dialogue writing

Conception

2007   *Directorscut-Commercial*
            Online community
            lieblinx GmbH
            Conception

2007   *[Bloomstreet](#)*
            Online community
            lieblinx GmbH
            Conception individual features

2003 - 04   *www.koppany.de/bp/*
            Early online project with Julia Erzberger
            Conception & development

Dramaturgy & Script Writing

2011   *Tangowerk*
            Musical film, 90min (pre-production)
            Script writer & director: Carola Schmidt & NHOAH
            Script consulting

2004   *Ladybug*
            Fiction, 90min, MiniDV; director: Sebastian Ko
            Dramaturgy & script/ continuity

2004   *Nouvel Arsch*
            Fiction, 6min, MiniDV, director: Marcel Neudeck
            Dramaturgy & script/ continuity

2004   *Fascholand*
            Fiction, 90min
            Treatment (with Sebastian Ko)

2003   *The Wanters/ Die Wollers*
            Fiction, 90min
            Treatment (with Marcel Neudeck)

2002   [Trailer Sehsüchte Film Festival 2002](#)
            Fiction, 1:30min, 16mm; directors: Marcel Neudeck & Ulrich Crüwell
            Idea & dramaturgy

2002   *My Lovely Mister Singing Club/ Mein lieber Herr Gesangsverein*
            Fiction, 30min, S16mm; director: Marcel Neudeck
            Script writing, co-directing & script/ continuity

2001   *either/ or*
            Fiction, 4:30min, 35mm
            Script writing & directing

2000   *[Party Anticonformiste](#)*
Documentation, 20min, 16mm; director: Nica Junker
Dramaturgy & script/ continuity

Other

1997 - 99   Miscellaneous articles/ music journalism
Wanted, monthly music magazine (Hungary)
Magyar Narancs, weekly magazine (Hungary)