

Teaching / Lectures / Workshops

Csongor Baranyai

Boxhagener Str. 18
10245 Berlin
+49 (0) 163 / 683 50 22
csongorb@gmail.com
www.csongorb.com

Summer Semester 2016 (in preparation)

Rapid Prototyping: Game Design II (GD14), workshop
Storytelling (GD15), lecture
Dev Talking & Close Playing, workshop
BTK University of Applied Sciences, Berlin

Winter Semester 2015/ 2016

Rapid Prototyping: Game Design I (GD14), workshop
Game Design Patterns (GD15), lecture
Game Art (GD15), lecture
Dev Talking & Close Playing, workshop
BTK University of Applied Sciences, Berlin

Summer Semester 2015

Linear vs. Systemic Narrative Theories (Media History & Aesthetics), workshop
University of Bayreuth, Bayreuth

Game Design (Boot Camp II - GD14), workshop
BTK University of Applied Sciences, Berlin

Winter Semester 2014/ 2015

Game Design Patterns (Boot Camp I - GD14), workshop
BTK University of Applied Sciences, Berlin

Games & Transmedia (Writers Lab - MA Serial Storytelling), workshop
ifs international film school, Cologne

Prototyping (MA GD1013), workshop
Mediadesign University of Applied Sciences, Munich

Game Studies (GD1014), lecture
Mediadesign University of Applied Sciences, Berlin

Summer Semester 2014

Level & World Design (GD1012), workshop
Mediadesign University of Applied Sciences, Berlin

Level & World Design (GD1012), workshop
Mediadesign University of Applied Sciences, Munich

Game vs. Level Design, workshop
University of Bayreuth, Bayreuth

Winter Semester 2013/ 2014

Interactive Storytelling, lecture
Game & New Media Art, workshop
University of Bayreuth, Bayreuth

Summer Semester 2013

Level & World Design (GD1011), workshop
Mediadesign University of Applied Sciences, Munich

History - The Evolution of Gameplay, lecture
SAE Institute, Berlin

Summer Semester 2012

Game Systems & Player Navigation (GD Basics I - GD1010), workshop
Interactive Storytelling/ Documentation (GD Basics II - GD1011), lecture
Mediadesign University of Applied Sciences, Munich

History - The Evolution of Gameplay, lecture
SAE Institute, Berlin

Winter Semester 2011/ 2012

Level & World Design (GD1010), workshop
Dramaturgy & Didactics (MA GD1010), lecture
Game Systems & Player Navigation (GD Basics I - GD1011), workshop
Mediadesign University of Applied Sciences, Munich

History - The Evolution of Gameplay, lecture
SAE Institute, Berlin

Narrative Design & Game Writing (Screenwriting), workshop
ifs international film school, Cologne

Summer Semester 2011

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
Mediadesign University of Applied Sciences, Munich

Winter Semester 2010/ 2011

Interactive Storytelling/ Documentation (GD Basics II - GD1010), lecture
Mediadesign University of Applied Sciences, Munich

Summer Semester 2010

Game Systems & Player Navigation (GD Basics I - GD1008), workshop
Mediadesign University of Applied Sciences, Munich

Winter Semester 2009/ 2010

Interactive Storytelling/ Documentation (GD Basics II - GD1009A), lecture
Interactive Storytelling/ Documentation (GD Basics II - GD1009B), lecture
Mediadesign University of Applied Sciences, Munich

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