

## Csongor Baranyai

Boxhagener Str. 18  
10245 Berlin  
+49 (0) 163 / 683 50 22  
[csongorb@gmail.com](mailto:csongorb@gmail.com)  
[www.csongorb.com](http://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 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 **BTK University of Applied Sciences**.

Invented, developed and organised several **events/ event series** dealing with/ about games, narrative design, and digital media.

## Teaching / Lectures / Workshops (selection)

- 2014 - BTK University of Applied Sciences, Berlin
- 2014 - Mediadesign University of Applied Sciences, Berlin  
*Level & World Design*, workshop  
*Game Studies*, lecture
- 2013 - University of Bayreuth, Bayreuth  
*Interactive Storytelling*, lecture  
*Game vs. Level Design*, workshop  
Mentoring/ supervision of student projects
- 2011 - SAE Institute, Berlin  
*History - The Evolution of Gameplay*, lecture  
*Board Game Design*, workshop
- 2011 - Cologne Game Lab (CGL), Cologne  
*Interactive Storytelling*, lecture  
*Transmedia - An Introduction*, lecture
- 2011 - ifs international film school, Cologne  
*Interactive Storytelling*, workshop with Martin Ganteföhr  
*Narrative Design & Interactive Writing*, workshop
- 2009 - [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

## Academics

- 2015 - Professor of Game Design  
BTK University of Applied Sciences, Berlin
- 2013 - 14 Scientific assistant  
University of Bayreuth - Media Studies
- 2012 - Consulting & curriculum design  
[MA Digital Narratives](#) (expected start 2016)  
*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 & organisation (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

## **Event Design & Organisation**

- 2016 - [Devolution](#)  
Exhibition/ event series about game design  
BTK University of Applied Sciences, Berlin  
Idea, design, organisation
- 2015 [TV Hackday](#)  
Design, organisation
- 2015 [Creating Storyworlds - Film & Games Summit](#)  
Clash of Realities 2015, Cologne  
Idea, design, organisation
- 2014 - *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**

- 2015 *Meaning and Computer Games* (session chair)  
The 9th International Philosophy of Computer Games Conference, Berlin
- 2016 *In Conversation with Riad Djemili & Johannes Kristmann* (moderator)  
Devolution #1: The Curious Expedition, Berlin
- 2015 *Where is the Worldbuilding in Games?* (moderator)  
with Emmanuel Guardiola, Christian Huberts, Johannes Kristmann  
Clash of Realities, Cologne
- 2015 *Where are Worlds coming from? How to think in Worlds?* (moderator)  
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**

- 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 (in preparation)**

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

## **Project Mentoring/ Tutoring**

- 2016 (in preparation) *story:first*, Munich  
Mentoring/ tutoring of projects
- 2015 *BTK University of Applied Sciences*, Berlin  
Mentoring/ supervision of student projects
- 2015 *story:first*, Munich  
Mentoring/ tutoring of 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 - *Mediadesign University of Applied Sciences*, Munich  
Mentoring/ supervision of student projects

## **Transmedia/ Consulting/ Other**

- 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)**

- 2010 - *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 Ibxgames 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/](http://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)