



Martin Ganteföhr

Interactive Writer | Designer | Director

(updated March 23, 2017)

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I write and design interactive projects.

- **State of Mind** — Daedalic Entertainment. Story-driven Game, PS4/Xbox/PC. 2015 - ongoing. (Creative Lead, Story & Script, Game Design)
https://www.youtube.com/watch?v=oINc_35W6PI
- **TOXIK** — machina eX. Interactive Stage Play. Theater Hebbel am Ufer Berlin, 2015. (Script, Co-Designer)
- **39** — Interactive Audio Play. Westdeutscher Rundfunk, 2015. (Script, Design Consultant)
- **Right of Passage** — machina eX. Theatric Open World Game. FFT Düsseldorf, 2014. (Design Consultant)
- **Galaxy on Fire 3** — Fishlabs. Mobile 3rd Person Shooter, 2013. (Initial Story Draft)
- **Galaxy on Fire 2: Supernova** — Fishlabs. Mobile 3rd Person Shooter, 2013 (German Script Version)
- **Galaxy on Fire 2: Valkyrie** — Fishlabs. Mobile 3rd Person Shooter, 2012. (German Script Version)
- **To the Moon** — Freebird Games. PC Adventure RPG, 2012. (German Script Version)
- **Nox Mortis** — Rough Sea Games/Gameforge. MMORPG (Browser), 2010. (Backstory)
- **15 Days** — House of Tales/dtp. PC Adventure Game, 2009/2010. (Script, Game Design, Voice Direction, Game Scripting)

- **Overclocked: A History of Violence** – House of Tales/dtp. PC Adventure Game, 2007/2008. (Creative Lead, Story & Script, Game Design, Voice Direction, Game Scripting)
- **Verliebt in Berlin** – House of Tales/dtp. PC Adventure Game, 2006. (Creative Lead, Story & Script, Game Design, Voice Direction, Game Scripting)
- **The Moment of Silence** – House of Tales/various publishers. PC Adventure Game, 2004/2005 (Creative Lead, Story & Script, Game Design, Voice Direction, Game Scripting)
- **X-Files: The Deserter** – House of Tales/elkware/Warner. Mobile Adventure Game, 2004 (Creative Lead, Story & Script, Game Design, Game Scripting)
- **The Black Hole** – House of Tales/elkware. Mobile Adventure Game, 2003. (Creative Lead, Story & Script, Game Design, Scripting, Game Scripting)
- **The Paper Menace** – House of Tales/elkware. Mobile Adventure Game, 2003. (Creative Lead, Story & Script, Game Design, Game Scripting)
- **Secret of the Lost Link** – House of Tales/elkware. Mobile Adventure Game, 2003. (Creative Lead, Story & Script, Game Design, Game Scripting)
- **D-Tools WebDesigner** – Buhl Data. PC Application, 2002. (Application Design)
- **Das Geheimnis der Druiden (The Mystery of the Druids)** – House of Tales/CDV. PC Adventure Game, 2001. (Story & Script, Game Design, Voice Direction)
- **WISO Bookware Web-Business** – Schachte/ZDF/Buhl. PC Application, 2000. (Application Design)
- **WISO Geld-Tipp Homepage** – Schachte/ZDF/Buhl. PC Application, 1999. (Application Design)
- **WISO Geld-Tipp Excel Profi** – Schachte/ZDF/Buhl. PC Application, 1999. (Writer, Application Design)
- **WISO Geld-Tipp Briefe** – Schachte/ZDF/Buhl. PC Application, 1999. (Writer)
- **WISO Bookware Home-Office** – Schachte/ZDF/Buhl. PC Application, 1999. (Writer, Application Design)
- **WISO Geld-Tipp Verträge** – Schachte/ZDF/Buhl. PC Application, 1998. (Writer)
- **WISO Geld-Tipp Bewerbung** – Schachte/ZDF/Buhl. PC Application, 1998. (Writer, Application Design)
- **Terra-X: Das Blut der Azteken** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1997. (Writer, Game Design)
- **Terra-X: Der Schatz der Tempelritter** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1997. (Story & Script, Game Design)

- **Terra-X: Todesfalle Ayers Rock** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1997. (Story & Script, Game Design)
- **Terra-X: Das Mallorca-Komplott** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1997. (Story & Script, Game Design)
- **Terra-X: Die Suche nach Atlantis** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1996. (Story & Script, Game Design)
- **Terra-X: Der Fluch des Pharaos** – 4punkteins/ZDF/Buhl. PC Infotainment Game, 1996. (Story & Script, Game Design)

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I speak and lecture at universities and conferences.

- **TH Köln – Cologne Game Lab:** Playing With Serious Games: War. Summer Term 2017. (Seminar)
- **Bundesakademie Wolfenbüttel – Performing Arts Department:** Games @ stage: theatric games. December 2016 (w/Clara Ehrenwerth)
- **Clash of Realities – International Computer Games Conference:** Reality is lying in shards: Visual narrative in State of Mind. November 2016 (Talk, w/Stefan Wacker)
- **Clash of Realities – International Computer Games Conference:** Aesthetics of Play. November 2016 (Panelist)
- **Quo Vadis Developer Conference:** The future of storytelling. April 2016. (Panelist)
- **Respawn – Gathering of Game Developers:** Mechanics vs Narrative. August 2015. (Panelist)
- **FH Köln – Cologne Game Lab:** Playing With Serious Games: War. Summer Term 2015. (Seminar)
- **FH Köln – Cologne Game Lab:** Game Design Theory II. Summer Term 2015. (Seminar)
- **Internationale Filmschule Köln (ifs):** Play & Talk: The Stanley Parable. May 2015. (Panelist)
- **Internationale Filmschule Köln (ifs):** Interactive Media: Narrative Design vs. Game Writing. May 2015. (Workshop)
- **FH Köln – Cologne Game Lab:** Collaborative Project: Ludic Games. Winter Term 2014/2015. (Seminar)
- **FH Köln – Cologne Game Lab:** Game Design Theory. Winter Term 2014/2015. (Seminar)
- **FH Köln – Cologne Game Lab:** Master Thesis Preparation I. Winter Term 2014/2015. (Seminar)

- **FH Köln – Cologne Game Lab:** Playing with Serious Games: War. Summer Term 2014. (Seminar)
- **Internationale Filmschule Köln (ifs):** Play & Talk: Gone Home. January 2014. (Panelist)
- **Internationale Filmschule Köln (ifs):** Interactive Media: Storytelling: Zwei Perspektiven. January 2014. (Seminar)
- **FH Köln – Cologne Game Lab:** Playing with Video Games: Love. Winter Term 2013/2014. (Seminar)
- **Heinrich-Böll-Stiftung Berlin/nachtkritik.de – Konferenz Theater im Netz:** Interaktion als Konzept. May 2013. (Panelist)
- **FH Köln – Cologne Game Lab:** Master Thesis Preparation II. Summer Term 2013. (Seminar)
- **Internationale Filmschule Köln (ifs):** Audiovisuelle Kunst und Kommunikation in der digitalen Epoche: Interactive Storytelling. Dezember 2012 (Seminar talk)
- **FFT Düsseldorf – Games On Stage:** machina eX Barcamp. November 2012. (Panelist)
- **Westdeutscher Rundfunk – Hörspielforum NRW:** Teilchenphysik für digitale Erzähler. September 2012. (Talk)
- **FH Köln – Cologne Game Lab:** Master Thesis Preparation I. Winter Term 2012/2013. (Seminar)
- **FH Köln – Cologne Game Lab:** Non-Linear Adaptation. Summer Term 2012. (Seminar)
- **Internationale Filmschule Köln (ifs):** Interactive Storytelling. January 2012. (Seminar)
- **Freie Universität Berlin – FB Angewandte Literaturwissenschaften:** Interactive Storytelling. December 2011. (Seminarvortrag)
- **Frankfurt Book Fair – StoryDrive Conference:** Transmedia Storytelling. October 2011. (Panelist)
- **Frankfurt Book Fair:** Collective Storytelling. (w/Falko Löffler). Oktober 2011. (Panelist)
- **FH Köln – Cologne Game Lab:** Master Thesis Preparation. Winter Term 2011/2012. (Seminar)
- **FH Köln – Cologne Game Lab:** Non-Linear Adaptation. Summer Term 2011. (Seminar)
- **Munich Gaming Conference:** Game Writing. Haus der Kunst München. March 2011. (Talk, Panelist)
- **Internationale Filmschule Köln (ifs):** Mobile Media: Interactive Storytelling. Winter Term 2010/2011. (Seminar talk)
- **Kinofest Lünen:** DIALOG: Film und Games. November 2010. (Panelist)
- **FH Köln – Cologne Game Lab:** Zur Methodik und Metaphysik von Design Documents. Winter Term 2010. (Seminar talk)

- **FH Köln — Cologne Game Lab:** Interactive Storytelling: Film vs. Game. Winter Term 2010/2011. (Seminar talk)
- **Quo Vadis Developer Conference:** Adventure 2.0. May 2010. (Panelist)
- **Clash of Realities — International Computer Games Conference:** Spieler vs. Figur. April 2010. (Talk)
- **Akademie der Wissenschaften Berlin/Brandenburg:** Medien, Computer, Content 2.0. July 2009. (Vortrag)
- **Museum Ludwig Köln (Filmforum NRW):** Digitale Lektionen. May 2009. (Talk, Panelist)
- **Akademie der Künste Berlin:** Symposium Zukunft Kino. 2008. (Talk, Panelist)
- **Quo Vadis Developer Conference:** Das abenteuerliche Quartett II. 2007. (Panelist)
- **Quo Vadis Developer Conference:** Das abenteuerliche Quartett. 2006. (Panelist)

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Every now and then my work earns some recognition.

- **German Computer Game Award 2015**
Nominee: Best Mise en Scène (39)
- **Aggie Award 2008**
Winner: Best Writing - Drama (Overclocked)
- **German Developers Awards 2007**
Winner: Innovation Award of the Jury (Overclocked)
- **German Developer Award 2004**
2nd Place: Best Story (The Moment of Silence)
- **German Developers Award 2004**
3rd Place: Best Game Character (The Moment of Silence)

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I co-founded House of Tales Entertainment and led it for 12 years

- **House of Tales Entertainment GmbH** — Co-founder & Creative Director. 1998-2010.
(German Wikipedia: https://de.wikipedia.org/wiki/House_of_Tales)



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Sometimes, people write or talk about my work.

- **Süddeutsche Zeitung:** Wie starb Frau M.? 23.10. 2015. (Review)
<http://www.sueddeutsche.de/kultur/theater-wie-starb-frau-m-1.2703739>
- **nachtkritik.de:** Schuftin in der Knobel-Zone. 2015. (Review)
http://www.nachtkritik.de/index.php?option=com_content&view=article&id=11598
- **Medienkorrespondenz:** Mit dem Radio über das Radio hinaus. 2015. (Review).
<http://www.medienkorrespondenz.de/hoerfunk/artikel/achim-fellmartin-gantefoehrti-m-staffel-39-2-teiliges-hoerspielnbspfuernbmobile-devices.html>
- **nachtkritik.de:** Die Ritter der Interaktivität. 2012. (Article)
http://www.nachtkritik.de/index.php?option=com_content&view=article&id=7452:com_puterspiele-und-theater-wie-die-neue-medienkunst-die-buehnenwirklichkeit-veraendert&catid=101:debatte&Itemid=84
- **Süddeutsche Zeitung:** Kopf der Woche: Martin Ganteföhr. Nr. 96, 2011 (Short portrait)
- **boersenblatt.net:** Strukturelles Denken und Kreativität. 2011 (Interview)
<http://www.boersenblatt.net/457784/>
- **buchreport:** Wenn der Nutzer die Geschichte bestimmt. 2011. (Interview)
http://www.buchreport.de/nachrichten/verlage/verlage_nachricht/datum/2011/09/21/wenn-der-nutzer-die-geschichte-bestimmt.htm (Interview)
- **WDR 3 Resonanzen:** Martin Ganteföhr. 2011. (Studio guest),
- **Adventure Gamers:** Martin Ganteföhr. 2009. (Interview)
<http://www.adventuregamers.com/article/id,1028/p,2>
- **Blickpunkt Film:** Film und Games: Auf der Suche nach Konvergenz. 2008. (Article)
- **Adventure Classic Gaming:** Martin Ganteföhr. 2009. (Interview)
<http://www.adventureclassicgaming.com/index.php/site/interviews/347/>
- **The Washington Post:** Unlock Eerie Memories. 2008. (Review)
<http://www.washingtonpost.com/wp-dyn/content/article/2008/04/24/AR2008042401132.html>

- **Wikipedia (EN):** Overclocked: A History of Violence. 2008. (Article)
[http://en.wikipedia.org/wiki/Overclocked: A History of Violence](http://en.wikipedia.org/wiki/Overclocked:_A_History_of_Violence)
- **Adventure Gamers:** Martin Ganteföhr. 2008. (Interview)
<http://www.adventuregamers.com/articles/view/18145>
- **Bremen Vier Intensiv:** Martin Ganteföhr. 2008 – (Studio guest)
- **MTV Game One:** Storytelling Special. 2008. (Studio guest)
<http://www.gameone.de/tv/69?part=2>
- **Neue Zürcher Zeitung:** Die großen Erzähler des Computerspiels. 2007. (Article)
<http://www.nzz.ch/aktuell/startseite/die-grossen-erzaehler-des-computerspiels-1.580149>
- **Telepolis:** Computerspiele sind fragmentierte Erzählungen. 2007. (Interview)
- **krawall.de:** Spielepersönlichkeiten: Martin Ganteföhr. 2007. (Feature)
- **Adventure Gamers:** Martin Ganteföhr. 2005. (Interview)
<http://www.adventuregamers.com/articles/view/17688>
- **Wikipedia (DE):** The Moment of Silence. 2005. (Article)
http://de.wikipedia.org/wiki/The_Moment_of_Silence
- **NBC Giga:** The Moment of Silence. 2004. (Studio guest)

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Sometimes, as a hobby, I publish things myself.

- **Morbus Kreutzenbach.** Amazon Print & Kindle. March 2017 – (Novel)
- **WASD #9:** Das Schwarze Rechteck. June 2016 – (Article)
- **WDR Radiobroschüre:** Im Intensivlabyrinth. 2015. – (Lab report)
- **Game on Stage:** Unter Sprachmaschinen. 2013. (Article)
<http://writer.inklestudios.com/stories/35hz>

DIE ZEIT | ZEIT Online (selected articles)

- **Ressort Digital:** Contra: Online-Shopping verursacht Müllprobleme. 2011.
<http://www.zeit.de/digital/internet/2011-05/online-shopping-oekobilanz/komplettansicht>
- **Ressort Digital:** Pentagon und al-Qaida im Krieg der Ideen. 2011.
<http://www.zeit.de/digital/internet/2011-04/darpa-counter-na...>

- **Ressort Digital:** Die Formel GuttenPlag. 2011.
<http://www.zeit.de/digital/internet/2011-03/guttenplag-erfol...>
- **Ressort Gesellschaft:** Ernstfalltraining mit Amputierten. 2010.
<http://www.zeit.de/gesellschaft/zeitgeschehen/2010-10/schock...>
- **Ressort Wissen:** Panikkauf in der Online-Apotheke. 2009.
<http://www.zeit.de/online/2009/27/tamiflu-internet>
- **Ressorts Wissen/Wirtschaft:** Abbau Ost. 2008.
http://www.zeit.de/online/2008/35/games_convention
- **Ressort Wissen:** World Wide Wahn. 2008.
<http://www.zeit.de/online/2008/26/internet-abschaffen>
- **Ressort Wissen:** Operation Pixelkrieg. 2007.
<http://www.zeit.de/online/2007/51/Pixelkrieg>
- **Ressort Leben:** Mit Kippe unterm Heizpilz. 2007.
<http://www.zeit.de/online/2007/38/raucher-niedersachsen>
- **Ressort Digital:** Die Haydns von heute. 2007.
<http://www.zeit.de/online/2007/40/games-und-musik>
- **Ressort Wirtschaft:** Woodstock Digital. 2007.
<http://www.zeit.de/online/2007/35/games-convention-abschluss>

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This is me in my kitchen. (2015)

- **Wikipedia (DE):** By the way, there's a Martin Ganteföhr entry over at the German Wikipedia. And most of what it says is actually true.
https://de.wikipedia.org/wiki/Martin_Gantef%C3%B6hr

