



# Martin Ganteföhr

Interactive Writer | Designer | Director

(updated July 9, 2016)

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## I write and design interactive projects.

- **State of Mind** – Daedalic Entertainment. Story-driven Game, PS4/Xbox/PC. 2014 - ongoing. (Creative Lead, Story & Script, Game Design)  
[https://www.youtube.com/watch?v=oINc\\_35W6PI](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.

- **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](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:** *Schuffen in der Nobel-Zone.* 2015. (Review)  
[http://www.nachtkritik.de/index.php?option=com\\_content&view=article&id=11598](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-gantefoehr-tim-staffel-39-2-teiliges-hoerspielnbspfuernbndmobile-devices.html>
- **nachtkritik.de:** *Die Ritter der Interaktivität.* 2012. (Article)  
[http://www.nachtkritik.de/index.php?option=com\\_content&view=article&id=7452:computerspiele-und-theater-wie-die-neue-medienkunst-die-buehnenwirklichkeit-veraendert&catid=101:debatte&Itemid=84](http://www.nachtkritik.de/index.php?option=com_content&view=article&id=7452:computerspiele-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](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:** *Spielerpersönlichkeiten: 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](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 articles myself.

- **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/komplettaussicht>
- **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](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](https://de.wikipedia.org/wiki/Martin_Gantef%C3%B6hr)

