

G A M  
E D E  
S I G  
N / /  
U E ♥

2018



This publication was created in the department for Game Design at the UE Berlin in Germany. It showcases the students' games from 2017 - 2018

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Second Edition

Berlin 2018

# GAME DESIGN // UE

The **Game Design//UE** focalizes on the development of innovative, experimental and expressive games. With always keeping an eye on the **artistic-creative vision**.

We see game design as an expressive medium, and game designers as **digital authors** capable of creating games rooted in their **individual experiences** and ideas. Our close relationship to the **game creators scene** and **related media** enables us to connect students to the industry and form a friendly and **professional community**.

Students are learning the **interrelatedness of Game Design, Game Arts and Game Programming** in all its aspects. The development of the game projects is framed by a deep media-theoretical analysis of the medium games, as well as an overview of the management and financial conditions of the local and international game industry.

**Supervised by:** Prof. Csongor Baranyai, Prof. Sebastian Stamm, Prof. Florian Berger, Prof. Dr. Stephan Günzel

Florian Grolig, Jörg Friedrich, Franziska Zeiner, Alexander Pieper, Tino Chwolka, Michael Liebe, Moritz Finck, Adrian Azadvaaten, Almut Schwacke, Dr. Sabine Harrer, Jörg Reising, Götz Grandpierre, Lorenzo Pilia, Vladimir Isailovic, Philip Hausmeier

For further information visit our Websites:

[gamedesign.ue-germany.de/about/](http://gamedesign.ue-germany.de/about/)  
[btk-fh.de/de/studium/game-design/](http://btk-fh.de/de/studium/game-design/)

# SÜPER MEGA GAME PACK // 2018

Game Design // UE Berlin proudly  
presents the  
**Süper Mega Game Pack 2018**

Süper Mega Game Pack 2018 is a collection of nine of the greatest games created by our Game Design students. The collection was chosen by a jury of lecturers, professors and student representatives.

The **Süper Mega Game Pack** contains the following games:

TESSERACT  
CROP STORY  
GENERIC RUSH  
INFINITY TOMB  
AGNES DOLL  
PANACEA  
ZALOST  
SHERLOCK  
GHOST CITY FOLKS

The presented games were created during one of the last two semesters (winter semester 2017/18 and summer semester 2018) in Berlin.

[tiny.cc/suepermega2018](https://tiny.cc/suepermega2018)



# TESSERACT

Tesseract is an isometric puzzle game. Take control over the cube and navigate him through Escher-inspired environments, filled with tricky puzzles. The key to mastering the twisted levels: Use the colorful fields to ink the six surfaces of your cube, a field is only accessible if the color on the ground matches the color on the bottom surface of your cube. Keep track of your steps as you slowly find your way through the colorful and diverse areas.

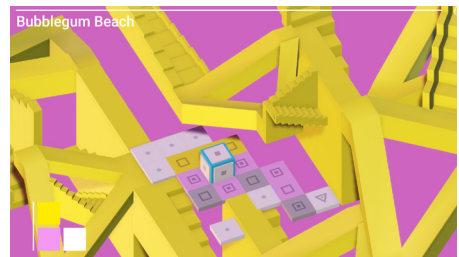
## Made by :

Kleo Kreitz: Game Art  
Onur Özkan: Programming  
Ace: Game Design  
Anne Zarnecke: Game Design

## Supervised by:

Prof. Csongor Baranyai  
Course: Build the toy first...  
Summer Semester 2018

[ace2win.itch.io/tesseract](https://ace2win.itch.io/tesseract)





# CROP STORY

Crop Story is an emotional walk & talk through various arcade games. It is about helping a friend in difficult situations.

Your carrot friend Rottle has some seedy problems and just won't taco about them and as his close friend Sludgy you are willing to help him, but there is only so much a banana alone can do. Together you learn what it means to break through his melon-choly and not to take every radish that he talks by heart, because after all your support is always a-peach-iated.

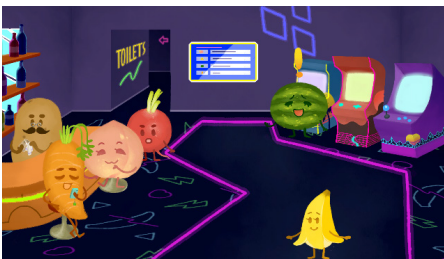
## Made by :

Konstantin Kallus: Programmer  
Katherine Tiedemann: Level Design,  
Pixel Art  
Lola Brozio: Writing, Game Design  
Roxana Rahmlow: Art

## Supervised by:

Dr. Sabine Harrer  
Course: Designing Intimacy  
Winter Semester 2017/18

[hansmann.itch.io/crop-story](https://hansmann.itch.io/crop-story)





# GENERIC RUSH

Generic Rush is an infinite arcade cyberpunk racer. Emerge into high speeds through time and space. Feel adrenaline crushing through your veins, as you avoid devastating obstacles while charging into a dynamic vortex.

## Features:

- immersive high speed gameplay
- streamlined and fluid controls
- random generated tunnels
- dynamic difficulty adjustment
- global leaderboards
- customizable controls and camera

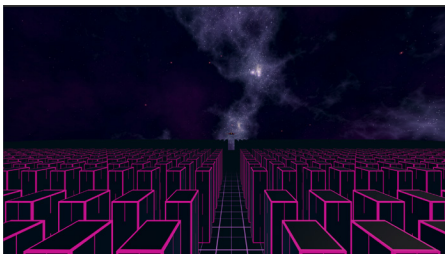
## Made by :

Timo Ruberg: Vision, Level Design, Game Art

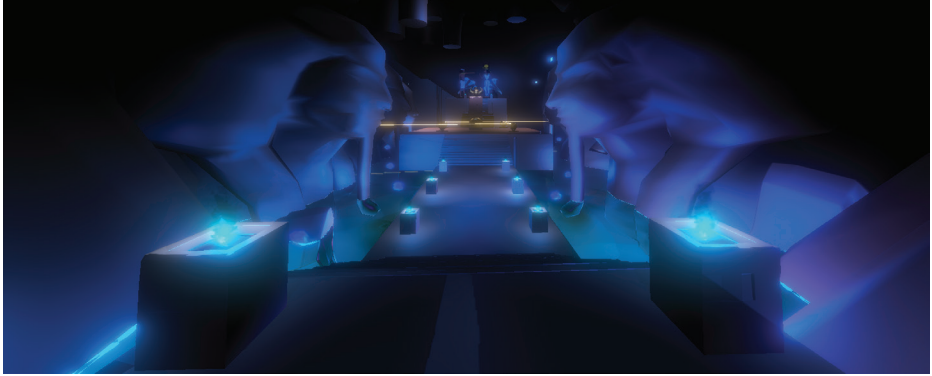
## Supervised by:

Prof. Sebastian Stamm  
Course: True Story  
Summer Semester 2018

[goodolrory.itch.io/generic-rush](https://goodolrory.itch.io/generic-rush)



# INFINITY TOMB



## INFINITY TOMB

Infinity Tomb is a puzzle and exploration game where you wake up as a mysterious character in a dark tomb, not knowing why you are there and who you are.

You have to reveal your past and the reason of your death.

Why did you die and how?

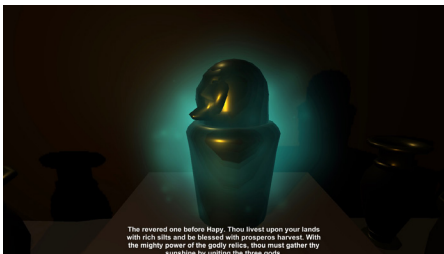
### Made by :

Laurie Bujnowski  
Leith Ben Abdessalem  
Hanna Borbola  
Sarah Junger

### Supervised by:

Prof. Csongor Baranyai  
Course: Narrative Design - These boots are made for walking...  
Summer Semester 2018

[usagi-games.itch.io/infinity-tomb](https://usagi-games.itch.io/infinity-tomb)





# AGNES DOLL



## AGNES DOLL

Explore a creepy orphanage and find out what is going on and what happened here a long time ago.

Indulge yourself in a creepy but satisfying short experience and challenge your nerves.

Jumpscares!

### Made by :

Annika Schwab: Game Art, Narrative Design

Moritz Ratajczak: Game Art, Sound Design

Nino Brugger: Programming

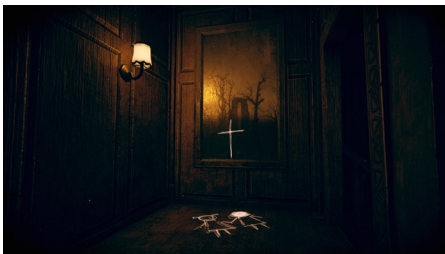
### Supervised by:

Jörg Friedrich

Course: Congratulations! It's A Game

Winter Semester 2017/18

[ninobrugger.itch.io/agnesdoll](https://ninobrugger.itch.io/agnesdoll)



# PANACEA

## PANACEA

Panacea is an interactive fiction exploration game set in space. You are taking control of an unknown treasure hunter who scours the vast emptiness for shipwrecks to scrap and sell.

You discover „The Hippocrates“ an ancient mission ship from Earth. Experience a grim modern spin of the classical tale Sleeping Beauty.

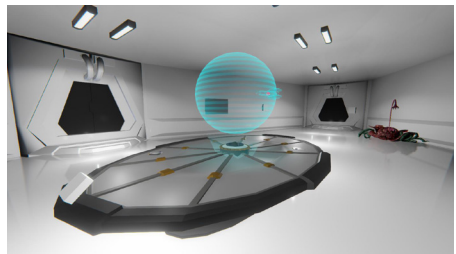
### Made by :

Sam Luckhardt  
Carlo di Paolo  
Alexander von Anhalt  
Nikolas Klein

### Supervised by:

Csongor Baranyai  
Course: Narrative Design -  
These boots are made for walking...  
Summer Semester 2018

[slank.itch.io/panacea](https://slank.itch.io/panacea)





# ZALOST

What belongs to reality and what is imagination?

Zalost is a first person walking simulator, where you slip in the role of a young girl named Jel. She was living happily in a small house with her mother until she vanished one day. Now Jel has to go on a journey to find her mother and experiences a fantastic world, where she can no longer tell apart reality from fantasy. Will she be able to find her mother, or loose herself between the pages of her storybook?

## Made by :

Mascha Camino: Writing, Level Design

Zoe Koc: Game Design, Dialogue Writing

Julia Hein: Level Design, Environment Art

Myriel Schigiol: Character Art, Environment Art

Manuel Arabadzic: Game Code, Vision

## Supervised by:

Sebastian Stamm

Course: True Story

Summer Semester 2018

[lei-12.itch.io/zalost](https://lei-12.itch.io/zalost)





# SHERLOCK

A Case for Watson/Sherlock is a first person narrative driven detective game. The player takes the role of the famous doctor Watson, who ends up having the opportunity to solve a crime on his own, without the help of his genius partner: Sherlock Holmes. Save important answers, take drawings of the environment and then walk your way through the crime by confronting the characters with the evidences you've collected. Will you be able to unravel the mystery? Will you be able to prove your skills as a detective?

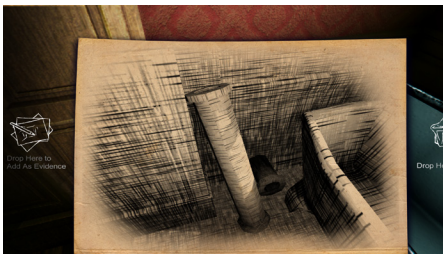
## Made by :

Luca Andre Martinelli  
Lucas Bödeker  
Maximilian Pichler  
Max Bredlau

## Supervised by:

Jörg Friedrich  
Course: Narrative Design - You are on an island  
Summer Semester 2018

[lucamartinelli.itch.io/a-case-for-watson](http://lucamartinelli.itch.io/a-case-for-watson)







# GHOST CITY FOLKS

Ghost City Folks was supposed to be a simulation game about building two cities, one in the world of the living and one in the afterlife.

What it turned out to be is, that we decided it was best to focus on the people who live in the small town and to make the game more narrative.

We focussed on giving the characters special relationships and tried to reflect this in the environment we build for them.

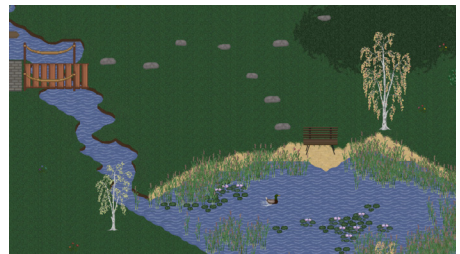
## Made by :

Viviane Friedländer: Sound Design, Character Design, Narrative Design  
 Karolin Krüger: Game Art, Level Design, Game Design  
 Philippe von zur Gathen: Programming  
 Julia Hein: Game Design, Level Design, Game Art

## Supervised by:

Csongor Baranyai  
 Course: Prototype or Die  
 Winter Semester 2017/18

[juliaisabell.itch.io/ghost-city-folks](http://juliaisabell.itch.io/ghost-city-folks)



# OPEN HOUSE GAMES // 2018

Apart from the games of the Süper Mega Game Pack 2018 our Game Design students created many more spectacular games.

Some of them are presented in the **Open House Games 2018**, including:

FEARFUL  
THE SHATTERED CHRONICLES  
FORLON  
TORN  
THE ISLAND  
WORLD OF MARTI  
WACKY WITCH  
THE PERFECT GAME  
ROANOKE  
THE THING IN THE SWAMP  
CTHULHU WALK  
SILENT SURGEON  
TORNROSE  
ARRR! IT'S A GAME  
CONTU

The presented games were created during one of the last two semesters (winter semester 2017/18 and summer semester 2018) in Berlin.



## FEARFUL

Fearful is a puzzle horror game that deals with the childhood fear of the dark. It's goal is to make the player experience his childhood fears in a game environment and have some fun along the way

**Made by :**

Giulia Pratillo  
Wolf Niedermark  
Merlin Himmelheber

**Supervised by:**

Jörg Friedrich  
Course: It's a Game!  
Winter Semester 2017/18

[wolfniedermark.itch.io/fearful](http://wolfniedermark.itch.io/fearful)



## THE SHATTERED CHRONICLES

Explore the secrets the mushrooms do not want to tell you. Find the clues to the horrors of the past and learn, what it means to be the Guardian of the Forest. Use the energy of the crystals to influence your environment and find out the secrets about your own history.

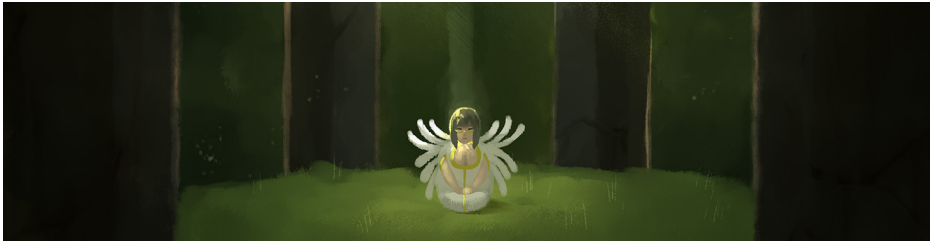
**Made by :**

Katarzyna Kamieniew: Game Art  
Myriel Schigiol: Game Design, Writing  
Manuel Arabadzic: Code

**Supervised by:**

Prof. Csongor Baranyai  
Course: Rapid Prototyping  
Winter Semester 2017/18

[lei-12.itch.io/the-shattered-chronicles](http://lei-12.itch.io/the-shattered-chronicles)



## FORLORN

Follow our red-haired heroine through a mesmerizing and mysterious forest to the heart of the undergrowth and what lies there...

Be amazed by the vivid woods and cute but deadly enemies, solve tricky puzzles and enjoy playing two characters at once!

### Made by :

Konstantin Kallus: Programming  
Erik Lopez Gerner: Programming,  
Game Design  
Max Tromlitz: Level Design  
Roxana Rahmlow: Art

### Supervised by:

Prof. Csongor Baranyai  
Course: Rapid Prototyping  
Winter Semester 2017/18

<https://trockster.itch.io/forlorn>



## TORN

Torn The Game is an adventure puzzle game, which takes place in the mind of a dying man. As an artstyle we chose pixel art with orientation on the great game „Crawl“ by Powerhoof Studios. All the content you see in the game is made from scratch.

- Pixel Art
- Selfmade Soundtrack
- Unique Programming

### Made by :

Timo Ruberg: Pixel Art  
Philipp Schmitz: Writing, Sound Design  
Zoe Koc: Pixel Art  
Christopher Etmer: Programming, Vision  
Mascha Camino: Pixel Art, Vision

### Supervised by:

Prof. Csongor Baranyai  
Course: Prototype or Die  
Winter Semester 2017/18

[streamlinesproductions.itch.io/tornthegame](https://streamlinesproductions.itch.io/tornthegame)





# THE ISLAND

The Island is about an astronaut, who tries to get further in life and not losing his dream/goal.

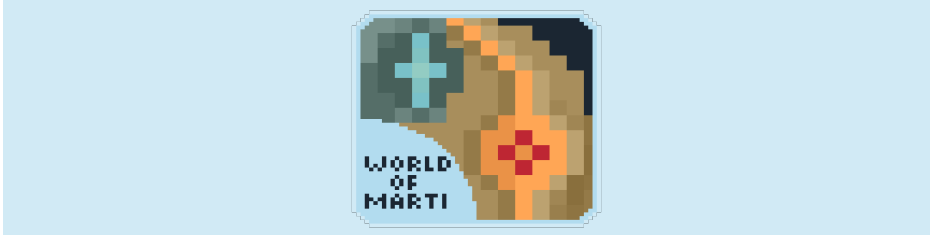
On the way to fulfill this wish the astronaut will meet different obstacles, which he has to overcome and maybe use for his advantage.

## Made by :

Viktor J.J. von Schellwitz: Vision, Writing, Game Design, Level Design, Game Art  
 Erik Lopez Gerner: Programming, Effects  
 Lasse Buchholz: Sound Design, Puzzles Design, Level Design  
 Katarzyna Kamieniew: Game Art, Animation

## Supervised by:

Sabine Harrer  
 Course: Designing Intimacy  
 Winter Semester 2017/18



# WORLD OF MARTI

As a robot named D\_Vice you help an artificial intelligence called Marti to restore his control over a dead world in this oldschool PixelArt Platformer.

## Made by :

Philipp Schmitz: Programming, Game Art, Sound Design, Game Design, Level Design

## Supervised by:

Prof. Csongor Baranyai  
 Course: Build the Toy first  
 Summer Semester 2018

[thekhileyan.itch.io/world-of-marti](http://thekhileyan.itch.io/world-of-marti)



## WACKY WITCH

This is a freaky game about a cursed witch, who has a wobbly arm and needs to brew potions for her customers. You, the Witch, needs to combine objects of different colors to get your customer satisfied.

Made by :

Vanessa Hoffmann  
Hannah Pollow  
Nils Mahn  
Jean Isserstedt

Supervised by:

Prof. Sebastian Stamm  
Course: True Story  
Summer Semester 2018

[losnessos.itch.io/wacky-witch-inc](https://losnessos.itch.io/wacky-witch-inc)



## THE PERFECT GAME

The Perfect Game is a 'The Stanley Parable' inspired mixture between a walking simulator and a narration based adventure.

The story is set in the tutorial of the non-existing game: „The Perfect Game“, in an office-like infinite corridor.

Made by :

Luca Martinelli

Supervised by:

Jörg Reisig  
Course:Code & Algorithms 1  
Winter Semester 2017/18

[lucamartinelli.itch.io/the-perfect-game](https://lucamartinelli.itch.io/the-perfect-game)



## ROANOKE

Roanoke - The Lost Colony is a creepy Horror Visual Novel Game based on the rumours around the real Roanoke Island.

Will you make the right decisions to survive? Or will you be lost in the forests of Roanoke?

Are these things really happening or are you just going nuts? Find out and play:

Roanoke - The Lost Colony

### Made by :

Mehtap Kurucay: Game Design, Sound Design, NPC Art, Vision

Lorenz Weiland: Programming

Juliane Riediger: Game Art

### Supervised by:

Jörg Friedrich

Course: Narrative Design -

You are on an Island

Summer Semester 2018

[tapmeh.itch.io/roanoke-the-lost-colony](http://tapmeh.itch.io/roanoke-the-lost-colony)



## THE THING IN THE SWAMP

The Thing in the Swamp' is a mobile Text Adventure.

You are a new bounty hunter in the world of Sunken Hollow and have to find out what strange happenings occur in the city.

You find out that what is happening is bigger than everything- even bigger than the game itself...

### Made by :

Nikolas Klein

### Supervised by:

Jörg Reisig

Course: Code & Algorithms 1

Winter Semester 2017/18

[nikolas-klein.itch.io/thethingintheswamp](http://nikolas-klein.itch.io/thethingintheswamp)



## CTHULHU WALK

Cthulhu is an atmospheric walking simulator in the style of a diorama.

This project is based on the short story „The Call of Cthulhu“ by H.P. Lovecraft from 1928. It reflects our interpretation of a scene from the story where a police force stumbles upon cultists in a swamp. This is not meant to be a direct recreation of the scene, but it is rather meant to convey the atmosphere.

### Made by :

Husam Aldin Al Aloulou: Game Art  
Jean Isserstedt: Animation, Game Art, Level Design  
Ayan Sanyal: Animation, Game Art  
Naomi Seeling: Programming, Writing

### Supervised by:

Prof. Csongor Baranyai  
Course: Narrative Design -  
These boots are made for walking...  
Summer Semester 2018  
[naomihcm.itch.io/cthulhu-v10](https://naomihcm.itch.io/cthulhu-v10)



## SILENT SURGEON

'Silent Surgeon' is a 2-player game about the first player being the surgeon and the second one the instructor. The surgeon has no visual representation of the surgery other than the clunky/janky controller itself, which only gives light and vibration feedback. The instructor has a clear visual representation of the surgery, but can only speak to instruct the surgeon. Can you complete the surgery in time?

### Made by :

Naomi Seeling - Code  
Nikolas Klein - Art

### Supervised by:

Alexander Pieper  
Summer Semester 2018



# THORNROSE

Twists and turns, a dark mystery, sophisticated puzzles and a sprinkling of clues as an English couple unravels the silky, bloody secrets of Cobbsworth's mansion and his web of lies. Welcome to „Thornrose“. A mystery crime solving escape the room puzzle pen and paper for three players.

## Made by :

Sam Luckhardt: Project Lead, Writing, Game Design

Carlo di Paolo: Game Design, Game Art

Luca Martinelli: Puzzle Design, Environment Design, Documentation

Maximilian Pichler: Game Art, Game Design

## Supervised by:

Prof. Csongor Baranyai

Course: Project1 /Mechanics

Winter Semester 2017/18



# ARRR! IT'S A GAME

Is a German Print and Play-Board-Game for the whole family.

The goal is to be the best pirate on the Seven Seas. Therefore you need to accomplish missions. For completing a mission you will get rewards! Rum for all!

## Made by :

Lucas Bödeker

Benjamin Grill

Mehtap Kurucay

## Supervised by:

Prof. Csongor Baranyai

Course: Project1/Mechanics

Winter Semester 2017/18

[tapmeh.itch.io/arrrit-s-a-game](http://tapmeh.itch.io/arrrit-s-a-game)



# CONTU

Contu is a turn-based strategic board game for two players where both take turns to place game tokens. With Power-Ups certain actions can be performed that influence the gameplay. The main goal of the game is to place their own game token in the target field of the opponent while defending their own target field.

## Made by :

Roman Reiser  
Vanessa Heerklotz  
Max Bredlau

## Supervised by:

Prof. Csongor Baranyai  
Course: Project1 /Mechanics  
Winter Semester 2017/18

[ollulf.itch.io/contu](http://ollulf.itch.io/contu)

# COMMUNITY AND EVENTS // 2018



## DEVOLUTION #4

Devolution is a game design focussed project exploring the creative process and challenges of game development, consisting of exhibitions, interviews, lectures, an archive and so on.

Each Devolution event / exhibition focalises on the evolution of a game through the exhibition of prototypes and interim versions and an in-depth conversation with the developers. During the last years Devolution dismantled the

games and worked with the developers of The Curious Expedition, Shift Happens, Thumper and Superhot.

### Involved Students:

Manuel Arabadzic, Carola Brozio, Mascha Camino, Carlo di Paolo, Christopher Etmer, Erik Mario Lopez Gerner, Jean Isserstedt, Adrian Köhlmoos, Katarzyna Kamieniew, Zoe Koc, Kleo Kreitz, Timo Ruberg, Myriel Schigiol, Philipp Schmitz

### In Cooperation with:

Devolution, A.MAZE



## FEMISPHERE

Femisphere is an Berlin based event, with a focus on the great diversity we have here in Berlin.

Femisphere is a place to come together, share stories and experiences, and celebrate the works of female, transgender, non-binary and LGBTQ+ game developers. The idea behind Femisphere is to create a friendly and inclusive space for female, non-binary, transgender and LGBTQ+ folks, and provide a safe

space where you can give talks and show projects you wouldn't feel comfortable presenting at other game events.

This is not an event where we lament over the current state of the industry, but where we come together to share, inspire and connect.

### Involved Students:

Mascha Camino, Lola Brozio

### In Cooperation with:

Femisphere Event





## CIVIC GAME JAM

**Involved Students:**  
Zoe Koc, Mascha Camino

Civic Game Jam is an 48h long jam with a focus on civic topics. We don't need more facts, we need better stories!

The Civic Game Jam series will use video games as a medium for creative liberation, activism and resistance.

Participants will create, expand and enrich game experiences around three main themes and their interplay: nature, humans and machines.

**In Cooperation with:**  
BerlinGameScene.com, 2084



## YES JAM!

The Yes Jam is a UE Germany Game Jam over two days. Goal of the jam is it, to work with people from other semesters, build prototypes and to learn new techniques from your fellow students.

In the semester Projects, it is mandatory for the students to have a certain number of prototypes and the Yes Jam! is a great place to build them.

**Involved Students:**  
Carlo di Paolo, Sam Luckhardt, Luca Andre Martinelli, Lucas Bödeker, Yasemin Weichsel, Nils Mahn, Mehtap Kurucay, Mascha Camino, Christopher Etmer, Katarzyna Kamieniew, Benjamin Grill, Maximilian Pichler, Grigory Gusev and many more



## VR NOW

VR NOW Con & Awards – Europe’s premier conference for Immersive Media. Started in 2016 as a way to bring the international community of VR creatives, business developers and technological masterminds to Berlin and Potsdam. The Conference. The VR NOW Con brings together an eclectic mix of exciting people from all over the world. International speakers give inspiring input on developments, trends,

and emerging technologies. The goal is to show the world what is happening now in the VR, AR, MR and other realities.

Organized by Booster Space – Made with Love in Berlin and funded by Medienboard Berlin-Brandenburg.

### Involved Students:

Zoe Koc, Mascha Camino, Jean Isserstedt, Carlo di Paolo

### In Cooperation with:

Booster Space Berlin



## TALK AND PLAY

Talk & Play is a free event, taking place every two months, that provides the opportunity to game enthusiasts, players and makers to meet in a friendly, relaxed and safe environment. Everybody’s welcome, regardless of their background and knowledge level: if you like games, we’ll make sure you have a good time! This is NOT an event only aimed at developers. Talk & Play is kindly sponsored by Kickstarter, a global com-

munity built around creativity and creative projects. Make sure to check out Drip, their new tool to support creators on an ongoing basis.

### Involved Students:

Mascha Camino (T&P Ambassador)

### Volunteering Students:

Jean Isserstedt, Leith Abdessalem

### In Cooperation with:

BerlinGameScene.com



## #GAMESWEEKBERLIN

The gamesweekberlin is the leading cross-industry communication and networking platform for games business, development and culture in Europe.

Over seven days, the umbrella brand combines multiple events for industry representatives and game enthusiasts alike. In 2017 about 15.000 international and German game developers, publishers, investors and multipliers from public institutions and the media industry as well as gamers, families and fans came to Berlin. Organized by Booster Space Berlin. The gamesweekberlin connects a variety of events, including the games business and development conference Quo Vadis, the independent video games festival A MAZE. / Berlin, the newly founded award for journalistic work, Medienpreis Games, the developer conference, Unreal Fest Europe, the public playing and recruitment event, Gamefest, the

VIP Matchmaking Dinner and as special highlight the action program for more gender diversity in games: Womenize! Games and Tech.

### Involved Students:

Mascha Camino (Workshop Management Womenize!), Kleo Kreitz

### Volunteering Students:

Carola Brozio, Mascha Camino, Carlo di Paolo, Christopher Etmer, Erik Mario Lopez Gerner, Jean Isserstedt, Adrian Köhlmoos, Zoe Koc, Myriel Schigiol, Konstantin Kallus, Katherine Tiedemann, Roxana Rahmlow, Viktor Schellwitz, Nikolas Klein, Mehtap Kurucay, Naomi Seeling, Leith Abdessalem, Julia Hein, Giulia Helene Pratillo, Hanna Borbola, Husam-Aldin Al Aloulou, Max Tromlitz, Natalia Scigulla

### In Cooperation with:

A.MAZE, Booster Space Berlin





## Indie Game Development from Start to Finish

### SAFTWORKSHOP

In November 2017 we had the great people from Saftladen Berlin in our university, hosting a whole workshop week curated by Lorenzo Pilia. It was dedicated to the topic of independent game development, where to start and where to finish.

The students got in close contact with the developers of The Curious Expedition, Kingdom, The Inner World and many more.

The developers shared their experiences, with working in the AAA industry and their change to self-employment and independent game development.

Simultaneously Almut Schwacke, sound artist on All Walls must Fall, gave a professional and fun workshop on sound

design next door.

It turned out to be such a good experience that Alexander Pieper from Studio FizBin supervised another workshop on building alternative controllers in the following semester.

**Curated By:**  
Lorenzo Pilia

**Involved Students:**  
Zoe Koc, Kristin Moewes, Paul Schulz, Jean Isserstedt, Leith Ben-Abdessalem, Mehtap Kurucay, Mascha Camino, Jasmin Wodarczyk, Hanna Pollow, Anne Zarnecke, Benjamin Grill, Christopher Etmer, Annika Schwab, Katarina Mitrovic, Natalia Scigulla

**In Cooperation with:**  
Saftladen Berlin

Concept // Mehtap Kurucay and Prof. Sebastian Stamm

Layout // Prof. Sebastian Stamm and Mehtap Kurucay

Text // Mehtap Kurucay, Mascha Camino and Respective Students

Additional Content // Mascha Camino

Proof Reading // Mascha Camino, Victor von Schellwitz and Prof. Csongor Baranyai

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