

# Dr. Reiner Knizia

Born in Germany, lived in the USA, Austria and now in the United Kingdom. Diploma in Mathematics (University of Ulm, Germany), Master of Science (Syracuse University, USA), PHD in Mathematics (University of Ulm).

Senior Project Manager for Software Development, Deputy Area Director of Information Technology, Area Director of Strategic Planning in one of the leading financial institutions in Germany. General Manager and Operations Director of a large mortgage company in the United Kingdom.

Teaching assignments at various universities and the ABECOR Banking Institute, on Mathematics, Management and Game Design, e.g. at the Massachusetts Institute of Technology MIT. Numerous publications on Mathematics, Management and Game Design. 1999 to 2001 Chairman of the Game Designer Association SAZ.

Now full-time game designer with more than 500 published games and books on games in numerous countries and languages including many global licences such as Lord of the Rings, LEGO, Mensa, Mickey Mouse and Donald Duck, Monopoly, Playmobil, Simpsons and Star Wars.

Austrian Game Prize 2009 for Ramses Pyramid. German Game of the Year 2008 for Keltis. German Childrens Game of the Year 2008 and German Children Game Prize 2008 for Wer war's? German Educational Game Award 2008 for Alles Tomate. Austrian Game Prize 2006 for Tal der Abenteuer and Spanish Game of the Year Award 2006 for Lost Cities. Japan Board Game Prize 2005 for Mago Magino. Austrian Game Prize 2004 and Swiss Game Prize 2004 for Einfach Genial and Grand Prix du Jouet 2004 in France for King Arthur. German Game Prize 2003 for Amun-Re, Austrian Game Prize 2003 for King Arthur, International Gamers Choice Award 2003 for Lord of the Rings – The Confrontation and French Grand Prix du Jouet 2003 for Wapi. German Game of the Year Award 2001 for Literature in Games for Lord of the Rings, Dutch Toy of the Year Award 2001 for the electronic game Monopoly Beurs Editie, and Invitation to the Hall of Fame of the Academy for Adventure Gaming Arts & Design. Winner of the German Game Prize 2000 with Taj Mahal, also Golden Quill of Essen 2000. Children's Game of the Year 2000 for Safari in Denmark, Sweden and Finland, and Grand Prix du Jouet 2000 in France for Safari Malin. Gamers Award 2000 for Lost Cities. German Game Prize 1998 for Euphrates & Tigris. Children's Game of the Year 1998 in Finland for Kurre. Golden Quill of Essen 1994 for the book New Games in Old Rome. German Game Prize 1993 for Modern Art.

