WHAT IF IT’S ALL ... just a game?
THE FUTURE OF STORYTELLING LIES NOT ONLY IN what we tell, BUT ALSO IN how we tell it.

WHO DOESN’T LIKE A good STORY?

At Mixtvision, we are convinced that everyone does. It is all just a matter of finding the right one – and the right way to tell it!

Great stories never get old. And the manifold ways in which they can be told shouldn’t get old, either. That is why Mixtvision – an award-winning cross-platform publishing & production house – tells engaging and immersive stories in the medium that best caters to their purpose – and the customers’ needs, of course.

High-quality storytelling across platforms and target groups is Mixtvision’s main focus. We publish story-driven and entertaining content that has been awarded numerous times. Our recent releases reached top chart rankings and were loved by critics. One of our strengths, besides our capacity to finance and market small to mid-sized projects, is that we work as partners in creation and business, especially for up-and-coming developers. We can offer transmedia production pipelines via our in-house movie production and book publishing departments.

We value creativity and innovation – and we just love a good story!
DIGITAL / GAME

FAR: LONE SAILS

Venture into the great unknown across a dried-up sea. Skillfully maneuver and maintain your train-like vehicle. Master the challenges that lie ahead!

Under cloud-filled skies, the player travels across a seemingly endless dried-up sea, littered with the remains of a once vibrant seafaring civilization. The game’s world is largely devoid of life, yet filled with places to explore and history to discover.

While the greater goal of the journey remains to be uncovered by the player, urgent short-term necessities call for immediate action. The train-like vehicle needs to be fueled, maintained, and upgraded to master the challenges that lie ahead … Take great care of it. It’s your only hope: You must. Keep. Going.

Target Group: 8+
Genre: Atmospheric Vehicle Adventure
Platforms: PC, Console
Awards (Selection):
Game Connection Europe Nominee 2015, Deutscher Entwicklerpreis Blue Byte Newcomer Award 2015, Independent Games Festival: Best Student Game 2016 (Honorable Mention), Gamecity Indie Award Nominee 2016, Best of Indie Arena Booth 2016, AdoptMyGame Award 2016, Independent Games Festival Award Finalist 2017, GDC Best in Play 2017
Developer: Okomotive / Mr. Whale’s Game Service
Web: far-game.com
Twitter: @FARthegame

© Okomotive / Mixtvision, 2017

DIGITAL / APP

JANOSCH: THE TRIP TO PANAMA

Go on an adventure with Tiger and Bear to find Panama – the land of their dreams!

Join Tiger and Bear on an unforgettable journey to the land where everything smells like bananas. In each of the seven interactive chapters you have to help Tiger and Bear on their journey. Collect rewards on the rotating 3D-globe and play entertaining mini-games.

Using animation technology that creates a cinematic look, the popular Janosch drawings gain depth of field and are brought to life without losing that classy picture book feel. Carefully placed interactions make the app an exciting experience.

Target Group: 4+
Genre: Interactive picture book with mini-games
Platforms: iOS, Google Play, Amazon
Awards (Selection):
Developer: Mimiri Productions
Partner: Janosch film & medien AG
Web: janoschs-panama-app.de/en

Oh, wie schön ist Panama © Janosch film & medien AG, Berlin / Mixtvision, 2015
THE BIG WORD FACTORY

Read, play, learn, discover, dream: an enchanting picture-book-app for children and lovebirds of any age

Paul and Marie live in a land where people hardly ever speak. Words must be bought and swallowed in order to say them. But words are expensive, especially the really good ones. So Paul collects them on the street: “Cherry, Dust, Chair”. He wants to give them to Marie to show her how much he likes her.

“The Big Word Factory” talks about the power of words and language. And about how you say something is often more important than what you say. Several mini-games enrich the story and show curious children the fun of playing with words. The app is based on the bestselling book “The big word factory” by Agnès de Lestrade and Valeria Docampo.

Target Group: 4+
Genre: Interactive picture book with mini-games
Platforms: iOS, Google Play, Amazon
Web: diewoerterfabrik.de

IN THE GARDEN OF DANDELIONS

Dive into an enchanting world of magic and dreams and escape your day for a while.

What if people didn’t know how to make wishes? The valley of windmills was home to men, women and children, just like anywhere else. Then one day the Perfect Machines arrived. The people living there only had to press a button in order to live in a perfect world. Perfect and boring. Thus, everyone stopped wishing. Everyone, except Anna ...

Let the app take you on a journey to an enchanted world and take a break from your everyday. “In the Garden of Dandelions” combines a meditative gaming experience with beautiful art and an interactive story. The app is based on the bestselling book by Noelia Blanco and Valeria Docampo.

Target Group: 4+
Genre: Story-driven endless flyer
Platforms: iOS, Google Play, Amazon
Developer: Kazou/Mixtvision
Web: pusteblume-app.de/en
MILLI AND HER FRIENDS: PLAYING AND READING

Join the curious little snail Milli and her friends in their quest to find out what they can do best.

Milli and her best friend Miro set off to find out who they are and what they’re good at. Along the way they learn more about the animals they meet: Why is Wanda the Owl so clever, and how does Leon Chameleon hide so well?

Told in rhyme, through a series of stunning, interactive landscapes, Milli’s adventures on Apple Tree Hill will enthrall storylovers both young and old. The gentle philosophy of the narrative is complemented by the wonderful hand-painted illustrations and enchanting animations with so much to discover. Interactive elements encourage readers to join in and help shape Milli’s world.

Target Group: 4+
Genre: Interactive picture book with mini-games
Platforms: iOS, Google Play, Amazon, Amazon Underground
Web: millithesnail.com

MAYA THE BEE: FLOWER PARTY

Play and learn with Maya the Bee and her friends! Learn about numbers, colors and music, and train your coordination and memory with lots of fun.

It’s Maya the Bee’s birthday and you’re invited to help her prepare the party. Decorations, food, guests – everything that makes a great party can be earned in six categories that are both fun and valuable for child development.

Bit by bit, Maya’s interactive party fills up with paper lanterns, dancing guests, a lavish buffet, and much more. There’s lots to discover: Maya’s friends and many of the objects react to what the child does with heartwarming animations, thus ensuring long-lasting fun. Get rewards for every completed task and discover new elements in the opulent meadow!

Target Group: 3+
Genre: Educational mini-game collection
Platforms: iOS, Google Play, Amazon, Windows, Kurio, Samsung
Awards: EAS recommended (EducationalAppStore.com)
Downloads: More than a million downloads
Partner: Studio 100
Web: mixtvision.de/en/games/maya-bee-flower-party
Go aboard with Capt’n Sharky: Sail with him across the seven seas and go on adventures like a real pirate!

Sail along with Capt’n Sharky across the open sea! Play tag with Sepio the sea monster, make parrot Coco jump across ice floes and help Capt’n Sharky dive for a pirate treasure.

Each time you win a game, a piece of a Capt’n Sharky picture book film is unlocked. Curl up with a cup of Gluglu and watch it again and again. Become a real pirate by decorating your photo with beards, pirate hats, eye patches and more accessories! The mini-games demand concentration, coordination, and speed – but first and foremost they are a lot of fun!

Soundmemo:
Listen closely and explore the lovingly animated world of sounds.

Perk up your ears to find sound pairs! There are everyday sounds, animal voices, sounds of the body, musical instruments, and many more – look out for matching pairs.

Gemischtes Doppel:
Think outside the box and find the right pairs in this tricky memo game.

A memo game with a twist: To find the matching cards you don’t have to look for pairs of the same image, but for pairs of words with transposed letters. A brain-teasing experience based on the well-known card game by Süddeutsche Zeitung-Magazin!
PIKCHA.TV

Featuring well-loved picture books as carefully animated short films for children aged 3 to 7.

pikcha.tv picture book films are a calm alternative to the commonly overstimulating video content for young children, recommended by media educators. The films feature well-known characters like Janosch’s Tiger and Bear, Capt’n Sharky, Princess Lillifee, or Laura’s Star and contain suitably composed music islands and gentle animations. The stories are read by well-known actresses and actors, among them Sissi Perlinger, Jochen Busse, Helmut Zierl and Sarah Kuttner.

The entertaining stories are available on DVD, or via the pikcha.tv HD app.

Target Group: 3+
Genre: Animated picture book films
Platforms: DVD, iOS, Android
Awards: Books & Bytes Award 2009
Web: pikcha.tv

E-BOOK EDITION
LIEBLINGS-BILDERBÜCHER


Dive into the exciting world of stories and reconnect with your childhood memories with the Lieblings-Bilderbücher edition.

The digital versions are carefully designed to live up to the original books while catering to digital reading habits. Thus, “Die dumme Augustine”, “Die drei Räuber”, “Henriette Bimmelbahn”, “Der Glückliche Löwe”, “Die besten Beerdigungen der Welt”, and last but not least “Der Maulwurf Grabowski” find their way into the hearts of readers of all ages.

Target Group: 3+
Genre: Digital picture books
Platforms: E-Books
Partner: ELTERN family (Gruner + Jahr)
Web: lieblings-bilderbuecher.de

© Mixtvision, 2016

© ELTERN family, Gruner + Jahr GmbH & Co. KG / Mixtvision, 2015
IF YOU HAVE
innovative concepts
AND WOULD LIKE TO
PARTNER WITH US,
get in touch!

Send us an e-mail to kontakt@mixtvision.de
– we’re looking forward to hearing from you!

STORY NOW: A HANDBOOK FOR
DIGITAL STORYTELLING

A hands-on compendium for everyone seeking to
get involved more profoundly with the transmedia
potential of their media projects – from conception
and production to application.

Since its very beginning, storytelling has always been subject
to change. Digitalization is currently putting pressure on the
media industry – people want to access content at all times and
everywhere. But there’s not only a shift in media channels and
profit models, even the content itself is changing, just like the
production methods.

“Story Now” compiles essays about the digital turn in media by
some of the most creative minds in the industry as well as case
studies showing best practices of how to handle this massive shift.

Target Group: Media professionals
Genre: Handbook / Compendium / Guide
Stores: Book, E-Book
Partners: Transmedia Bayern e.V.,
MedienNetzwerk Bayern
Web: story-now.de