



# Vikings

## A Crossmedia Experience

Docu-Drama (2x 52'/43'), Serious Game (Web), Exhibition App (Mobile)

*The crossmedia project VIKINGS gives new and compelling insights into the Viking's culture. It uses multiple platforms to address audiences at different ages and inspire them for history in a playful and engaging way.*

### VIKING WOMEN / A TWO-PART DOCU-DRAMA

Starring Esther Schweins, Leonie Benesch, Reiner Schöne & Valter Skarsgård  
In Coproduction with NDR, arte, fabelaktiv (Norway) & Luckyday (Sweden)  
Funded by nordmedia, Filmförderung Hamburg Schleswig-Holstein & Film 3

The Vikings changed Europe forever, yet half of them have almost completely disappeared from collective memory: the women. Quite unjustly so, as they played an important role in the world of the Vikings and performed extraordinary deeds: Viking women commanded ships and settled colonies. They took up arms and negotiated with emperors. The two-part documentary "VIKING WOMEN" gives completely new insights into a fascinating culture, about which it seemed everything was already known. Exclusive interviews with experts from around the globe draw an authentic picture of the Viking world according to the latest scientific findings.

### ISUNGUR - SAVE YOUR VIKING VILLAGE / ONLINE SERIOUS GAME

In Coproduction with Sirup - Agency for New Media and Fabelaktiv (Norway)  
Funded by „Ein Netz für Kinder“ (BKM) and Ostnorsk Filmsenter (Norway)

The web-based game "ISUNGUR - SAVE YOUR VIKING VILLAGE" takes children and teenagers up to 14 years on a journey to Northern Europe. It straightens out some of the old myths: the Vikings were successful state leaders, they established the oldest parliament in the world and modernised jurisdiction in Europe. However, the Vikings were also skilful craftsmen and sensitive poets, they attached great importance to cleanliness and enjoyed ice-skating.

The combination of documentary video material, interviews, mini-games, pictures and short texts creates an entertaining knowledge game. The game is adapted to the curriculums in 7th and 8th grade and can therefore be used in schools. The game will be available in German, English and Norwegian. *Learning by playing!*

### THE VIKINGS - THE TREASURE QUIZ / EXHIBITION-APP

In Collaboration with kunst-stoff - Agency for interactive media and games  
In Cooperation with „Museum für Vor- und Frühgeschichte“ Berlin  
Funded by Medienboard Berlin-Brandenburg

*„Young Viking! Your village has been attacked and the warriors have stolen the most precious objects you had! Go ahead, find the objects and restore your village's honor. Beware: To fulfill your mission, you have to prove what you have learned about the Viking's life so far...!“*

The app is an interactive knowledge quiz for mobile devices. By seeking for answers, the player has to find the corresponding exhibits in the great exhibition „THE VIKINGS“ at Martin-Gropius-Bau Berlin. By playing he will experience the exhibition in a new and individual way. The app is not only an experience in the museum, but can also be played at home.

### More information:

<http://www.gebrueder-beetz.de/en/produktionen/viking-women>  
<http://www.gebrueder-beetz.de/en/produktionen/vikings-wt-serious-game>  
<http://www.facebook.com/VikingsFilmGameApp>  
<http://www.isungur.com>