



*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. It combines a two-part docu-drama, an Online Serious Game for children and an exhibition app. It reveals unknown secrets about Viking women and takes children on a playful journey to the Viking era.*

#### **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

For adults, the two-part documentary „VIKING WOMEN“ lies the focus on the almost forgotten story of Viking women. Women 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. High quality reenactment with an international topclass cast (ESTHER SCHWEINS, LEONIE BENESCH AND VALTER SKARSGÅRD) will lead us to the early medieval world of the Vikings and revive this fascinating, long-lost era. Based on characters of the Nordic sagas, the mini-series displays the life stories of two Viking women: those of Sigrun and Jova.

#### **1. Sigrun's Escape to Iceland**

Norway in the year 872. Sigrun (ESTHER SCHWEINS) could be a happy woman. As husfrea (housewife) she presides over an impressive Viking household on the coast, she has lots of children, her husband

## **Vikings**

### **A Crossmedia Experience**

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

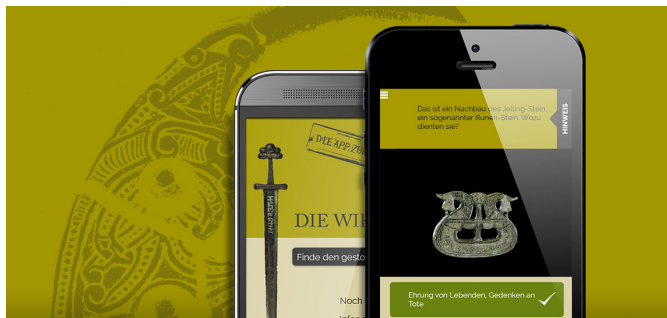
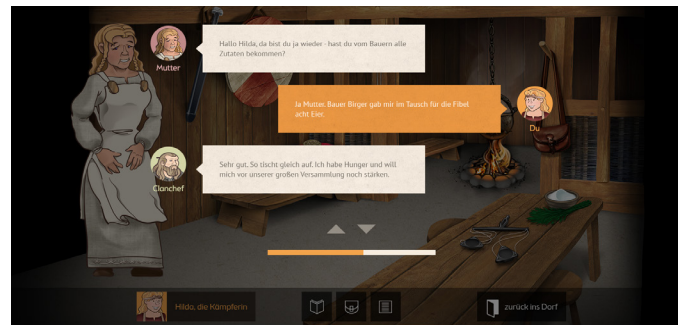
Ulf (LUCA MARIC) commands his own ship. Yet Sigrun's marriage is an unhappy one. The family is burdened by a dark secret: her husband stole her away from her home settlement during a raid when she was a young girl, killing her father and brother.

Sigrun has been secretly plotting her revenge ever since. When she hears news of a newly discovered island in the west, the time seems to have come at last: this is her chance to start a new life. Sigrun has enough time to prepare everything before her husband comes back from “viking”. She rallies together some followers and has a dragon-ship built, and waits for her opportunity. A spectacular escape to far-off shores begins.

#### **2. Jova's heritage and the fall of Haithabu**

Denmark in the year 1064. Jova (LEONIE BENESCH) lives as a servant in the household of the merchant Ottar, who runs his business in the town of Haithabu. One day she finds out that her father (REINER SCHÖNE) was a renowned warrior who set out to the east shortly after her birth and didn't come back. From then on Jova only has one thing on her mind: finding her father. She escapes from Ottar's house, dresses up like a man to hire on a ship that sails to the land of the Rus.

The story of Jova leads us deep inside the fundamentally changing society of the Vikings. At this time, Haithabu is one of the most important commercial centers of the Vikings with its numerous emporiums connected from all around the Baltic Sea to the Black Sea. Through the extensive trading with other peoples, Christianity gets intensified influence in the live of the Vikings. Especially kings, traders and women become strong supporters of this new religion. During this time strong kingdoms arise from the middle of the Viking princes. But Christianization and the emerging kingdoms are both a blessing and a curse and herald the destruction of Viking culture.



## 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)

For children and teenagers up to 14 years, the issue of Viking women is too complex. Yet, the Viking era is a topic that matches children's interests perfectly. Warriors, seafarers, great ships and mystery are the ingredients for a thrilling yet serious game.

The game „ISUNGUR - SAVE YOUR VIKING VILLAGE“ is a point-and-click adventure that balances knowledge and fun: The player has to compete in a sword-fight, needs to navigate his ship according to cardinal points or has to find hidden objects in a stuffed hut of a crazy old warrior. He needs to answer tricky questions posed by the seeress and the boat-builder and evaluate how precious his trading goods are to make the best profit. Whenever the player finds a new object, i.e. a „dead sword“ or „sun stone“, he will learn about the true story behind the object.

The player finds himself in a Coming-of-Age Story in which he has to prove that he is not a child anymore and able to save his village. The game uses material of the documentary such as landscape footage, character's clothing, artefacts and museum's exhibits. It merges them with 2D-Illustrations and creates a high-end visual experience. The game is free-to-play and web-based to reach as many children as possible. The game has been developed in concert with the target audience's school curricula and can therefore also be used in class. It 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 exhibition app „THE VIKINGS - THE TREASURE QUIZ“ expands the game's storyworld. The app has been developed in cooperation with the MUSEUM FOR ANCIENT HISTORY in Berlin who will host the biggest Viking exhibition since 20 years (September 2014 - January 2015, in cooperation with the Danish National Museum and British Museum).

The app will offer the children an interactive, playful and individual way to experience the exhibition: Just like in a paper chase, the user is led zigzag to certain outstanding exhibits that help him to solve riddles. If he answers the questions right, he will receive one of the stolen objects in return. Step-by-step he will complete the village's treasure. The app can also be played at home. It will include material of both the documentary and the game and therefore guide the users (and their parents) to the other platforms of the whole project „VIKINGS - A CROSSMEDIA EXPERIENCE“.

### 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>