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TATORT – DAS INTERAKTIVE HÖRSPIEL. FOLGE 1: HÖLLENFEUER
GERMANY

TATORT – THE INTERACTIVE AUDIO DRAMA. EPISODE 1: HELLFIRE

https://tatort.de/interaktiv

Submitting organisation
Bayerischer Rundfunk - BR / ARD

Contact
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Author Daniel Wild
Director Martin Heindel
Commissioning editor Till Ottlitz
Producers Klaus Uhrig;
Manuela Baldauf, Ulrike Ebenbeck,
Martina Müller-Wallraf (Executive producers)
Co-producer WDR
Key staff Rachel Roudyani (Project manager),
Tim Pfeilschifter (Voice manager),
Marcus Huber, Helge Schwarz,
Fabian Zweck (Sound engineers);
Ralph Haarman (Composer),
Bianca Taube (Photographer); Sebastian Bayerl,
Stefan Oberholz, Leni Wesselman (Designers)

Production context First instalment
in a series of interactive audio dramas

Digital distribution 300,000 Interactions on
Alexa, Google and Browser
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Competing for
Best European Digital Audio Project of the Year

Interactive content for smart speakers goes big with this blockbuster audio drama featuring Germany's most popular brand of TV crime dramas, Tatort.
Every Sunday, 10-15 millions of Germans tune in for their favorite TV show: Tatort. The long-running series is a phenomenon. On Sunday evenings, Twitter and other social media platforms are abuzz with speculation: "Who's the murderer this week?"
Finally, you can find out yourself – with this immersive and complex audio drama featuring characters from the beloved TV series. In its first instalment, titled Hellfire, a team of detectives from Munich takes the lead. The player takes the role of headstrong new detective Mavi Fuchs, working alongside fan-favorite Kalli Hammermann. The two are working on a missing persons case when they suddenly have to step up and stop terrorists from launching an attack.
The story takes place against the backdrop of Munich's world-famous Oktoberfest which has been the target of terrorists before.
While other interactive audio dramas have based their story structures on classic decision trees, Tatort: Hellfire uses a system of 'delayed outcomes' to mask the story structure and emphasise the perception that any decision could be important later on. A hidden 'trust score' system manages the interactions with other characters while constantly keeping the player guessing what their colleagues and bosses might think of them.
Hellfire is the first in a series of interactive audio dramas for smart speakers, with the second instalment coming out in summer.