

The Liberation

Die Befreiung

<http://www.br.de/diebefreiung>

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On Sunday, April 29, 1945, two US infantry divisions arrive at Dachau concentration camp. They are accompanied by war correspondents and photographers. The camp is overcrowded. Highly infectious diseases like typhoid fever circulate, the prisoners are undernourished, weakened by forced labour and inhuman living conditions. Dead bodies are lying everywhere. How do prisoners and liberators experience the liberation day?

Impressive pictures complemented by spoken personal stories on the soundtrack enable a genuine immersion into that time and offer a new approach to the historical event especially for people. The digital storytelling project 'The Liberation' has been created in close cooperation with the Concentration Camp Memorial Site: pictures that overlay reality. It was meant to be a location based Augmented Reality App focused on audio presentation. Then the coronavirus pandemic set in. The Memorial Site and the schools were shut down. It was very clear that there will be no AR App in time for the anniversary. Therefore the existing concept was reworked and the project revised within a minimum amount of time and with a committed team effort. Our goal was to create a possibility for students and all other users to commemorate the liberation of Dachau concentration camp. From the beginning, a corresponding, serially narrated podcast by Bayern 2 was planned in order to allow a more detailed presentation of the accounts of the virtual tour. And also to include the liberation of the second major concentration camp in Bavaria: Flossenbürg. In five episodes young inmates describe their experience of imprisonment and liberation. The AR App was launched in July.

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Submitting organisation: **Bayerischer Rundfunk - BR / ARD**
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Website: UX Design Dominik Wierl
Sound director: Markus Köbnik
Sound design and production: Dagmar Petrus
Mastering: Martha Bahr
Main Speaker: Nina Pietschmann (German), Tania Higgins (English)
Videoediting: Max Hofstätter
PR: Julia Perz, Katrin Klaus Augmented
Reality App: Zaubar

Total Budget: **€ 50,000**
Production context: **Virtual Tour on Website with Audio Part,
Augmented Reality App with Audio Part, Podcast (5 Episodes),
25.000 Clicks on website, 25.000 Listeners**
Digital distribution: **25.000 Clicks on website, 25.000 Listeners**
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Competing for: **Best European Digital Audio Project of the Year**