

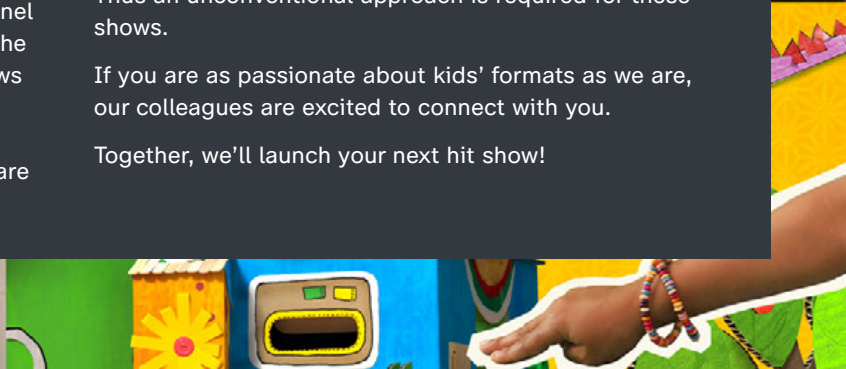
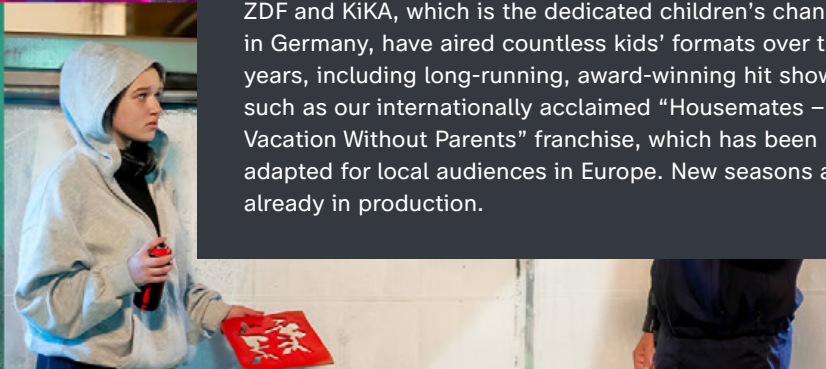
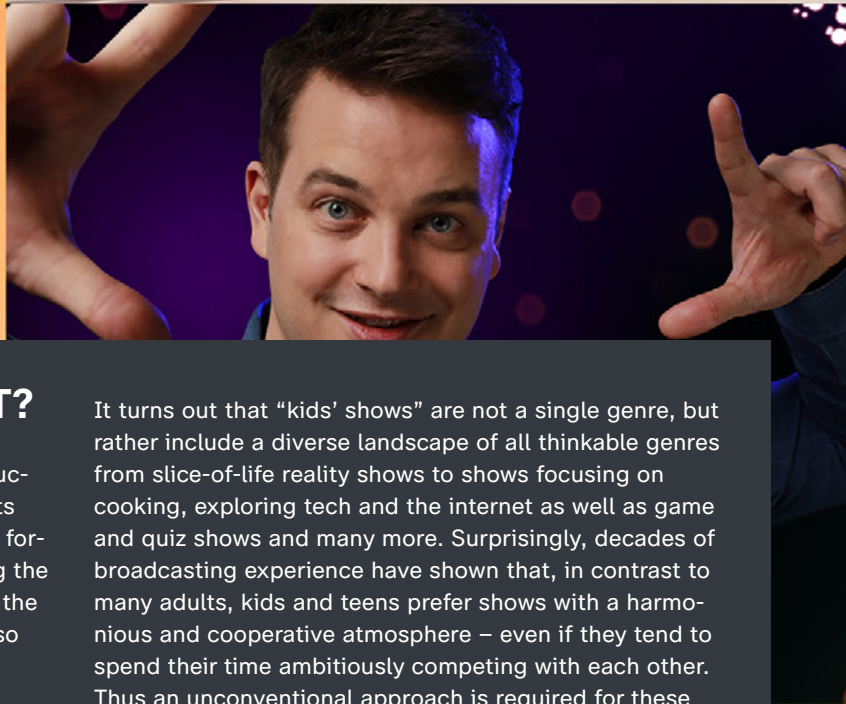
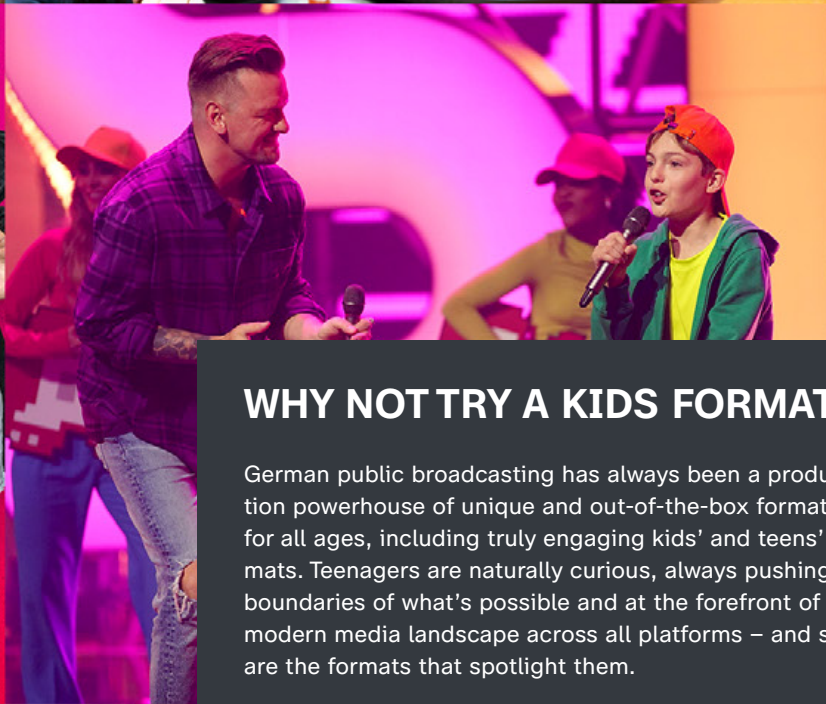


Selection formats

2024 / 25

Contents

Entertainment, Quiz & Shows	4
Docutainment	14
Knowledge Magazines	20



WHY NOT TRY A KIDS FORMAT?

German public broadcasting has always been a production powerhouse of unique and out-of-the-box formats for all ages, including truly engaging kids' and teens' formats. Teenagers are naturally curious, always pushing the boundaries of what's possible and at the forefront of the modern media landscape across all platforms – and so are the formats that spotlight them.

ZDF and KiKA, which is the dedicated children's channel in Germany, have aired countless kids' formats over the years, including long-running, award-winning hit shows such as our internationally acclaimed "Housemates – Vacation Without Parents" franchise, which has been adapted for local audiences in Europe. New seasons are already in production.

It turns out that "kids' shows" are not a single genre, but rather include a diverse landscape of all thinkable genres from slice-of-life reality shows to shows focusing on cooking, exploring tech and the internet as well as game and quiz shows and many more. Surprisingly, decades of broadcasting experience have shown that, in contrast to many adults, kids and teens prefer shows with a harmonious and cooperative atmosphere – even if they tend to spend their time ambitiously competing with each other. Thus an unconventional approach is required for these shows.

If you are as passionate about kids' formats as we are, our colleagues are excited to connect with you.

Together, we'll launch your next hit show!

Entertainment, Quiz & Shows ...

HOUSEMATES

VACATION WITHOUT PARENTS

A trailblazer in reality TV for kids and teens in Germany. Five teens spend a week in a villa in a great spot in Europe, but best of all, it's a vacation without their parents!


Each “Housemates” season usually follows five girls or five boys whose big dream has come true: They have been invited to spend three weeks in a beautiful villa, situated in a wonderful spot in Europe. And it promises to be very special holiday, because they will be without their parents. During their time together, the housemates have lots of fun. They not only get to know each other, but also the country and the locals. But for the first time they also have to take responsibility for their everyday lives.

One episode, one day: As a rule, an episode depicts a single day. It starts in the morning with the housemates getting up or having breakfast and concludes in the evening with a “good night” scene. Each episode usually consists of the following elements: Household chores and everyday activities, special activities such as go-karting or ice hockey training, smaller activities such as, going to the hairdresser or shopping and, last but not least, casual chatting. The balance between these elements is key for a successful season of Housemates.

Entertainment, Quiz & Shows

Theme: Docu-Soap
Format: 25'
Airing since: 2009
Audience: Tweens / Teens 10+
Original producer: E+U TV film and television production

WEB SPECIAL

 **Awards:**
Golden Sparrow Award





DIGICLASH

A CONTEST BETWEEN GENERATIONS

The ultimate digital contest format between generations: Four internet-savvy teenagers face four internet-sceptical pensioners – who will win?

In “Digiclash – A Contest between Generations”, four internet-savvy teenagers face four internet-sceptical pensioners. The two teams live together for eight days in a loft which is split into two areas. The area for the teenagers is furnished like in the past. Modern technology? Not a chance! In contrast, the area for the oldies is equipped with the latest digital devices that make life easier. Two generations, two worlds,

side by side! Every day, the oldies and teenagers battle it out in exciting competitions. The adults have to compete in digital games, while the teenagers go head-to-head in real-life versions of the games. Who will win the generational competition?

Each of the challenges featured in the eight episodes comes with a twist. Regardless of whether the activity is archery, bowling, soccer or boxing – the teen team plays in the real world, while the pensioners tackle the same task virtually on a gaming console. Extra points are awarded for collecting likes and followers. Managing without digital aids or, conversely, with little to

no understanding of social media is not an easy feat. Does this role reversal enable them to understand each other’s perspectives by the end of the series? The host provides guidance with the games and discusses the teams’ experiences in what they perceive to be a “foreign” world with them. Serving as a bridge between the generations, the host is present in both areas.

Entertainment, Quiz & Shows

Theme: Tech Contest
Format: 25’
Airing since: 2018
Audience: Tweens / Teens 10+
Original producer: E+U TV film and television production

WEB SPECIAL



KITCHENCLASH

A CONTEST BETWEEN GENERATIONS

The ultimate cooking contest format between generations: Three pensioners and three teenagers engage in an exciting cooking duel – who will win?

In “Kitchen Clash – A Contest Between Generations”, three pensioners and three teenagers engage in an exciting cooking duel. They embark on a culinary journey through time, exploring food in the past and the future to discover how elements from both can ensure a sustainable and healthy food supply for tomorrow. The host is not a layman, but a renowned chef and television food expert.

In seven episodes, the pensioners cook meals in a fully connected high-tech kitchen, while the teens have to

come to terms with a kitchen from their great-grandma’s era. In each cooking duel, the older generation cooks using state-of-the-art technical aids and exotic ingredients. The teenagers, on the other hand, have to create meals using simple ingredients and their own hands – nothing happens at the push of a button. Afterwards, taste testers evaluate the dishes. A futuristic “Kitchen Lab” is the command-and-knowledge centre from which the host assigns cooking tasks, sends the teams on time-travelling journeys, communicates with them and evaluates the food.

Entertainment, Quiz & Shows

Theme: Cooking Contest
Format: 25’
Airing since: 2020
Audience: Tweens / Teens 10+
Original producer: EndemolShine Germany

WEB SPECIAL

YOUR SONG

In this exciting kids’ casting show, young talents aged 10 to 19 showcase their original compositions, aiming to impress the jury and competing for the title of “Songwriter of the Year”

With their self-written compositions, 13 young songwriters and a songwriting duo embark on a musical journey. The 10- to 19-year-old talents compete in front of the prominent “Your Song” jury. Who can impress with innovative song ideas, moving melodies and creative lyrics and make it to the next round? The jury is composed of familiar faces from the local music scene, and two moderators guide viewers through the show.

After passing the first casting round, 10 young songwriters take part in the song-writing camp at a scenic location. Here, they continue working on their songs together with the Your Song band before performing in front of the jury a second time. For 7 songwriting talents, the dream of working on their compositions with prominent music mentors comes true as they are then coached by prominent mentors in preparation for their final show performance.

Following the 16 exciting episodes, the grand finale is broadcasted live, marking the conclusion of the show. The finalists perform their fully arranged songs for the first time in front of a TV and studio audience. Subsequently, the viewers vote by phone and online to select the “Songwriter of the Year”. Besides the trophy, the winner can look forward to his or her talent being further promoted.

Entertainment, Quiz & Shows

Theme: Casting Show
Format: 25’
Airing since: 2008
Audience: Tweens / Teens 10+
Original producer: BSB Film- und TV Produktion

WEB SPECIAL





GAMER HOUSE

THE REAL-LIFE MULTIPLAYER EXPERIMENT

Does a gaming friendship endure in real life? In a reality gaming format, six teen gamers test how much potential a friendship initiated in the virtual gaming world has in real life.

In “Gamer House” six young gamers aged 15 to 16 get to know each other virtually through gaming and become online friends. To find out whether the newly formed online friendships endure in real life, the six move into the gamer house together – a villa guaranteed to fulfil every gamer’s dreams. There, they meet in person for the first time and form three “friend teams”. During their time together, they put their friendships to the test and have to overcome various challenges. The mechanisms from popular games are transferred into the real world.

In each of the eight episodes, the three teams have to decide which of the members competes in real life and which competes virtually to collectively earn the most points. The challenges involve exciting guests from the gaming and social media world who themselves share a special friendship, such as Chris and Sep from the immensely popular German gaming collective “PietSmiet”. However, the newly founded friendships are also challenged by other elements: Funny real-life “punishments” await the members who come in second and third place in the day’s challenges.

Entertainment, Quiz & Shows

Theme: Gaming Contest

Format: 25'

Airing since: 2021

Audience: Tweens / Teens 10+

Original producer: E+U TV film and television production

WEB SPECIAL



TANOSHII

THE ANIME AND MANGAVERSE

Brand-new multi-platform format which aims to create a safe haven for the ever-growing anime and manga community by combining clever social clips and exciting battle shows.

“Tanoshii – The Anime and MangaVerse” is the new format for anime and manga fans aged 12 to 15 which addresses and incorporates the ever-growing anime community. Tanoshii, which means fun or joy in Japanese, is a unique interactive multi-platform

format which has been developed in collaboration with the community and creators from the local anime scene. It is made for all kids – from casual fans to nerds – and celebrates them and their passion, combining entertainment, knowledge and content expertise. Content is published all year round, keeping the community engaged.

As a multi-platform format, the Tanoshii concept consists of two integral parts: “Social clips” which are journalistic, in-depth or simply entertaining content pieces published multiple times a week on all common platforms, such as YouTube and TikTok, and the “The Show”, also called “Battles” – the format’s

hero asset which is published on all channels. This interactive game show involves two kids competing in different disciplines to prove their knowledge of well-known and popular anime and manga franchises. Each kid teams up with a well-known face among German gamers in these battles. Both teams play five battle rounds, trying to collect the most points.

Entertainment, Quiz & Shows

Theme: Anime & Manga

Format: 15'

Airing since: 2024

Audience: Tweens / Teens 10+

Original producer: FLOW media company

WEB SPECIAL



EARTHGAME

In “Earthgame”, four teenagers compete to solve environmental issues in a virtual production LED studio while advocating their own environmental protection projects.

Earthgame is a game show for teens aged 9 to 13 focusing on environmental protection. It consists of a total of eight episodes, including four shows of 30 minutes each and four 15-minute reports. Each episode features a team of four children and adolescents who are actively engaged in environmental protection. Their projects are relevant to the specific theme of the episode.

Season 1 focuses on “Water”, while season 2 addresses “Soils”. Each episode takes place in a virtual studio that portrays the specific region on a 180-degree LED wall: City, countryside, sea, river or forest. Following the show, there is a 10- to 15-minute report in which the teams present their personal environmental protection projects.

At the beginning of the show, the host and the child contestants in the studio receive a message with a call for help from the future. The avatar of a 13-year-old boy

highlights serious environmental issues that need to be addressed in the present to improve his future. In each episode, a team of four children competes in several rounds (3-5) to solve these environmental problems. Their success in the games and quizzes has positive impacts on the world of the future. After the games, the positive changes in the virtual world of the studio are made visible on the LED wall in stages. The teams have a limited time of 7-8 minutes for each round. Each episode is supported by a scientist with expertise who also conducts an experiment with the teams. At the end of the show, the avatar of the boy expresses his gratitude and hope for a better environment in the future. The teams receive a cash prize for their success which they can invest in their environmental projects.

Entertainment, Quiz & Shows

Theme: Environmental protection
Format: 30' / 15'
Airing since: 2023
Audience: Tweens / Teens 10+
Original producer: Bavaria Entertainment GmbH

[WEB SPECIAL](#)

Docutainment

YOUNG CRIME

The new true crime format for kids and teens, focused on criminal offenses that go to trial in juvenile court. The cases are reenacted and then discussed in the studio.

“Young Crime” addresses the phenomenon that youth is the most criminal phase in life: 84 percent of boys and 69 percent of girls aged 13 to 18 report having committed a crime at least once – regardless of their family background. The format focuses on offenses primarily committed by young people, and a true case is narrated in each of the eight episodes. What are typical juvenile offenses and how are they adjudicated? What stories and motivations lie behind the crimes? What happens to the victims? Consequently, the format addresses the important theme of justice and asks young people critical questions about how they want to live and coexist with each other.

In each episode, a real case involving a juvenile perpetrator is reenacted with fictionalized scenes. The offenses include fraud, theft, racist attacks, drug abuse, assault and threats. The moderator discusses each case in the studio with three young people aged 13 to 17. They share their differing experiences, opinions and values. As they discuss the case and learn more about what really happened, they evaluate the crimes, empathize with the victims and ultimately reach their own conclusions. A juvenile court judge is also in the studio to provide legal expertise and explain the inner workings of the courts.

Docutainment

Theme: True crime
Format: 25'
Airing since: 2022
Audience: Tweens / Teens 10+
Original producer: Imago TV

WEB SPECIAL



MEET ...

FAMOUS PEOPLE IN HISTORY

Award-winning history format which sets up a “meeting” between a time-travelling celebrity reporter and a famous figure from history. History comes alive again.


In this highly acclaimed history format, viewers can literally “MEET ...” any famous person in history. To make history come alive, a celebrity reporter time-travels to the moment when Cleopatra is being transported to Caesar rolled up in a carpet, Leonardo da Vinci is putting the finishing touches to Mona Lisa’s smile or Friedrich Schiller is rehearsing Wilhelm Tell’s apple shot. Moving back into the present day, the reporter follows the famous person’s traces remaining today, visiting the ruins of Cleopatra’s palace in Alexandria or searching for Schiller’s skull in Weimar. Entertaining animations round off these depictions of the great figures from world history. Building on these entertaining and educational ready-made episodes, this unique concept can be applied to famous and influential local figures.

In the “Anne Frank” episode, which recently won an award, time-travelling reporter Clarissa is faced with a special challenge. She witnesses Anne Frank receiving her diary on her 13th birthday, follows her into hiding and watches the diary being rescued after Anne’s deportation. She gets to know Anne as both a passionate observer and writer as well as a teenager with complexities and nuances. Older viewers are already aware that history can often be harsh, and for the time-travelling reporter, the golden rule is never to intervene under any circumstances. Making the individual person relatable while still maintaining historical accuracy, this is a masterclass in history format production.

Docutainment

Theme: History
Format: 15’
Airing since: 2017
Audience: Tweens / Teens 10+
Original producer: Ifage Film Production, Crossmedia

WEB SPECIAL

 **Awards**
Prix Jeunesse Awards nomination in the main category “11–15 Years: Non-Fiction”.
„International Emmy Award“ nomination in the „Kids Factual“ category.





CAMERA HEROES

YOUR SCHOOL, YOUR PHOTOS

Each photo tells a story, especially in today's world. In this photo shoot competition format, six students become photo professionals and address important issues.

In "Camera Heroes – Your School, Your Photos", six students aged 15 to 16 from different schools in Germany compete in an exciting photo shoot

competition with the theme of school. Using the fascination with photography as a vehicle, the show showcases the diversity of school life. Photos are created on school-related topics such as fashion and trends, nutrition or bullying.

In each of the eight episodes, the students are coached and evaluated by different professional photographers and experts from various genres. In the first episode, the young photographers gather in a loft to meet their first coach, who presents them with the first photographic challenge and then evaluates

their photos. Afterwards, the participants carry out other challenges at their own schools which are located in different major cities across the country. In the final episode, attractive prizes await the aspiring photographers and their schools. Additionally, a group of jurors selects the "Best Photo" as the winner.

Docutainment

Theme: Photography Contest
Format: 25'
Airing since: 2019
Audience: Tweens / Teens 10+
Original producer: South and Browse Munich

WEB SPECIAL



ENE MENE BU

AND IT'S UP TO YOU

Interactive magazine which aims to inspire preschoolers to craft and become aspiring artists. Viewers can participate or submit their achievements for display in an online gallery.

"ENE MENE BU" is an interactive magazine for preschoolers by preschoolers which invites children to create art, send it in and teaches them new creative techniques to enhance their artistic skills. The format brings the kids' drawings and crafts to life, presenting them in a lovingly and elaborately designed pop-up world. Children have the opportunity to implement their own ideas and actively participate in the programme.

ENE MENE BU exhibits selected submissions in an on-air and online gallery, where viewers' artwork can be admired like in a museum. The magazine is enhanced by an online portal where parents can find valuable information and explanations by experts and art educators on every topic covered in the creative workshop.

For example, in a PRIX JEUNESSE-winning episode, a young girl named Hannah draws a life-size version of herself on a large sheet of paper, while checking in the mirror to ensure she is accurately reproducing her image. A group of children work together to build a wooden house, learning how to use tools. This is accompanied by a gallery of viewer-submitted artistic 3D versions of elephants with a voiceover by child commentators on the materials, colours

and techniques used. At the zoo, two boys check out their favourite creature, a lion. They focus on the lion's physical characteristics and how to make a 3D rendering of it. As the show wraps up, viewers are encouraged to send in their own 3D paper lions which will be shown in future episodes.

Docutainment

Theme: DIY
Format: 10'
Airing since: 2011
Audience: Preschool 3 – 6
Original producer: Family Entertainment.tv

WEB SPECIAL

Awards
Prix Jeunesse Award in the "Non-fiction up to 6 years" category.
Golden Sparrow Award for "Best Preschool Programme".
South Korean ABU Prize in the "TV Children" category.

Knowledge Magazines

PRINCESS OF SCIENCE

The science magazine for all the young female scientists of tomorrow. A power trio of real-world female scientists meets with kids to figure out how science influences their daily lives.

In “Princess of Science”, three real-life female scientists inspire young girls by showing them how exciting so-called STEM subjects – Science, Technology, Engineering and Mathematics – are. Together, the three researchers take a look at the science involved in the girls’ hobbies and leisure activities. No matter whether it’s surfing, playing chess or sewing, the girls’ hobbies are as diverse as the STEM fields themselves. The scientists demonstrate the limits of mathematics in calculating possible chess moves, delve into the world of virtual games and engage in programming with a computer scientist. Additionally, they test the physical forces at play in sports like surfing or gymnastics, explore sustainable technology in the fashion industry and even dance with robots.

In each episode, the scientists meet the participating girls in a science-themed co-working space to conduct experiments, talk about everything on the smart girls’ minds and generally have a good time together. The girls are also currently participating in the highly acclaimed “Young Researchers Programme” in Germany. The scientists are supported by additional experts and researchers who contribute to the world of science through their professions, lifestyles or ideas. A show for the young female scientists of tomorrow.

Knowledge Magazines

Theme: Science Magazine

Format: 25'

Airing since: 2020

Audience: Kids 6 – 9

Original producer: Caligari Entertainment

WEB SPECIAL





TEAM TIMSTER

The media magazine that creates young media professionals. Focusing on a broad range of media ranging from games, apps, books, new series to movies, this format tests, makes recommendations and offers explanations to the heart's desire.

Discovering and understanding the media world in an explorative and participatory manner, this is what "Team Timster" aims for. The two hosts explain media, track current media trends and trigger curiosity to explore, experiment and participate – with topics ranging from social media, smartphones, apps and gaming to current movies and book recommendations. In Germany, Team Timster is the only format for children that extensively provides media education.

Online or offline media trends that interest both girls and boys are presented every week on Team Timster: Trendy

PC games, gaming consoles or smartphones and new apps are critically tested. Book testers introduce particularly exciting or funny stories, and children recommend movies and series. The magazine also incorporates the exciting world of social media, and cool experiments encourage kids to get experimenting. The hosts provide a new media tip every week; celebrities and media experts answer questions sent to Team Timster by media explorers who can thus interact and be part of the team. "The Little Girl", a puppet monster, is part of every show, delivering humorous comments on the media world in her late night show.

Knowledge Magazines

Theme: Media Magazine

Format: 15'

Airing since: 2021

Audience: Kids 6 – 9

Original producer: E+U TV film and television production

WEB SPECIAL

EARTH CALLING FUTURE

The future magazine for kids and teenagers which pursues the question of what should be different, better, more beautiful or new in the future.

In "Earth Calling Future", the topics of the future – ranging from environmental protection and social issues to technical and educational themes – are presented in a child-friendly and exciting manner. Children are encouraged to think about the consequences of their actions and to actively become future-makers. After all, only those who are informed can take action.

Each episode begins with the children's wishes and fantasies: What should be different, better, more beautiful or new in the future? Then the host sets off to a place where the future is already emerging or tangible in the present. This involves meeting people who are actively striving for a better future. In the studio, the host offers surprising background information on topics, explains connections and provides outlooks. But that's not all: In a comic-like futuristic animation world, the host, or rather his avatar, meets the avatar of the child who initiated the journey into the future with a wish at the beginning of the show. Together, they engage in a "what-if" future scenario to explore the

potential positive and negative consequences of our actions. At the end of the show, the host introduces future-makers who are currently addressing the specific challenge – children or teenagers who are already active, especially in pursuing sustainability. These children and celebrities provide inspiration for further thought and action.

Knowledge Magazines

Theme: Science Magazine

Format: 15'

Airing since: 2012

Audience: Kids 6 – 9

Original producer: tvision

WEB SPECIAL



