

Pressemitteilung

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Memorium Nürnberger Prozesse releases serious game “Tribunal 45”

Eighty years ago, the International Military Tribunal began its work of investigating Nazi crimes in the Nuremberg courthouse. To mark the anniversary on November 20th, 2025, the Memorial Nuremberg Trials is publishing the serious game “Tribunal 45 – Working on Justice” in collaboration with the games studio Playing History. Players can engage in an innovative way with issues of international criminal law that are still relevant today. As part of the new “Memorium Nuremberg Trials” app, the mobile game is available for free in German and English via app stores.

The game puts users in the role of French prosecutor Aline Chalufour. A real historical figure, she worked at the International Military Tribunal in 1945 on the charge of war crimes, particularly the shooting of hostages. In four phases, players experience the historical course of the trial, embedded in a fictional narrative – from the first days of the trial to the pronouncement of the verdict. In the process, they interact with historical figures such as witnesses, military police officers, and visionaries of international criminal law.

Along the way, they playfully explore key questions of international criminal law: What rights do defendants have? Are witnesses allowed to testify in their native language? The target audience is primarily younger, media-savvy people who are introduced to topics such as the International Military Tribunal, Nazi injustice, and international criminal law in a very accessible way. The game makes these topics tangible through biographical approaches. It challenges players to take a stand and decide how international criminal law should be shaped.

Playing History as a renowned development studio

Playing History, an experienced studio in the field of serious games for museums, was brought on board to develop “Tribunal 45.” The Berlin-based games studio has won awards including the Deutscher Computerspielpreis (2024) and the Grimme Online Award (2025). Managing Director Dr. Martin Thiele-Schweiz explains: “We don't just want to tell history, we want to bring it to life – with empathy, depth, and playful curiosity.” Playing History thus brings the technical and creative expertise to appropriately translate a complex historical topic such as the main war crimes trial into a game. The illustration style of art director Anna Rother and illustrator Anna-Lina Schmidt is inspired by courtroom drawings and deliberately contrasts with the black-and-white images that dominate the visual memory of the trial.

Sponsors and cooperation partners

The project is funded by the Foundation “Remembrance, Responsibility and Future” (EVZ) and the Federal Ministry of Finance as part of the Education Agenda on NS-Injustice. Expert advisor Leonore Martin knows how important digital tools are for teaching history: “The legal prosecution of war crimes isn't some dry legal process, but a fight for justice that touches on deeply human questions of responsibility and morality. The serious game ‘Tribunal 45’ brings this tension to life. The EVZ Foundation has supported this project because it combines

historical education with digital gaming in an innovative way, raising awareness of a central issue of our time: how societies deal with international injustice."

The Memorium's project team also received support in its development from the Fritz Bauer Institute. Dr. Martin Liepach, research associate for education and transfer: "As a cooperation partner, the Fritz Bauer Institute was involved primarily with regard to the didactic perspectives and developing the ability to make 'historical judgments' about the International Military Tribunal. The game offers an innovative, interactive approach to virtual-fictional encounters with historical figures and encourages players to develop fundamental positions on issues of international criminal law." Stefanie Kuschill and Sebastian Pfaller from the scientific team at the German Games Archive in Nuremberg contributed valuable expertise from game studies and existing research collaborations in the field of gamification, in particular the "Empamos" project at the Nuremberg University of Applied Sciences.

Playing at the historic site

The Memorium Nuremberg Trials provides information about the trials before the International Military Tribunal at the historic site but also broadens its focus to include the Nuremberg follow-up trials held between 1946 and 1949 and their impact on the development of international criminal law. The exhibition space features seating areas that are barrier-free and comfortable, inviting visitors to play "Tribunal 45 – Working on Justice" on site.