Not only Hopscotch. About IPN games from different sides

What was the first? Written word or game? Do you think the popularity of games came out of nowhere? What were the beginnings of gaming? Learn the history of games

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Before writing, there were first games. Since the time of the royal game of Ur, the Chinese game of Go or the Roman variant of the game of tic-tac-toe called tabula lusoria, people have been inventing new games and playing them for fun and to exercise their minds: think logically and learn specific skills, such as mathematics. No one was surprised that with the development of computer science, computer games were created, and the most popular board games such as chess and sudoku have their computer versions. From board games to 3D computer games Regardless of whether computer games were created just for fun or, as in the case of chess, they tested the possibilities of artificial intelligence and used the skills of chess players in software development, e.g. in IBM's Deep Blue, and they prove useful in popularising many fields of science, e.g. history. Just as 3D technology revolutionised graphics in computer games (it is enough to compare, e.g. Super Mario Bros to Cyberpunk 2077), games ceased to be treated only as toys and started to be used as educational tools. Soon, the IPN's New Technology Division will present the first-ever IPN game developed in cooperation with Chronospace in 3D technology. It will be available in variants: PC, VR and for a mobile port on iOS and Android (for platforms: PC Windows, VR PC Windows, Browser, Mobile (iOS, Android) and will take us to the reality of the 1919-1920 Polish-Bolshevik War. A matched pair - fun and science One of the main goals of IPN's activity is to educate and popularise history, and good tools for this purpose are board games and city games, mobile applications and educational jigsaw, available in digital version on the IPN portal and the analogue version in IPN bookshops. The deeper you delve into the adventure, the faster you learn and practise strategic skills and cause-and-effect thinking. Discover historical educational games created at the IPN for players of all ages. Educational games online: https://gry.ipn.gov.pl/ Games for mobile applications: https://edukacja.ipn.gov.pl/edu/materialy-edukacyjne/gry/gry-na-aplikacje-mobiln City games: https://edukacja.ipn.gov.pl/edu/rajdy-i-zajecia-terenow/gry-miejskie Educational jigsaw: https://edukacja.ipn.gov.pl/edu/materialy-edukacyjne/gry/puzzle-edukacyjne Put a good face on a good game Before you play the game in 3D technology (age of players: 13 +), placed in the reality of the interwar period and soon to be available for free on the BNT IPN platform, you can choose one of the IPN games. We recommend the family board game "Miś Wojtek" (Wojtek the Soldier Bear) (age of players: 6+) about a bear in the Anders Army, invented by Magdalena and Aleksandra Kumorek from Primary School no. 63 in Wrocław, developed and adapted for publication according to the publishing rules by Karol Madej and Łukasz Pogoda from the IPN. We encourage you to play a board war game about the Polish-Bolshevik War of 1919-1920 or to go out into the field, into a lively urban space, with an app on your phone that works similarly to Pokemon Go. For example, learn about the post offices in insurgent Warsaw by going through the "sewers" and escaping from a "pigeon driver", or follow in the footsteps of "Rudy", "Alek" and "Zośka" from "Kamienie na szaniec" (Stones for the Rampart) by Aleksander Kamiński, decode an encrypted password and complete the remaining tasks.

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