"The Cyphers Game" included in core curriculum

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During an organized press conference dedicated to the next stage of modernizing the Polish school, it was announced that the first two video games will be included in the core curriculum, as well as the announcement of a competition for another 30 titles to be used in the teaching process. The event was attended by Minister of Education and Science Przemysław Czarnek, Secretary of State at the Ministry of Culture and National Heritage Szymon Giżyński, Plenipotentiary of the Minister of Education and Science for Digital Transformation Justyna Orłowska, Director of the New Technology Division of the Institute of National Remembrance Magdalena Hajduk, Chairman of the Board of the Indie Games Poland Foundation Marek Czerniak and Director of Communications at 11 bit studios Paweł Miechowski. On June 30, 2022, the launch of “the Games in Education” initiative took place at the headquarters of the Center for the Development of Creative Industries. We are proud that the gaming project of the New Technology Division of the Institute of National Remembrance, "The Cyphers Game", opens the list of games to which the general education core curriculum will be expanded. Another title is the internationally awarded game "This War of Mine", produced by polish gaming studio 11 bit studios. During the event, Minister of Education and Science Przemyslaw Czarnek highlighted the importance of integrating new technologies into education and announced an invitation to polish game developers to submit more items. Each developer can add their proposal via a form available at gov.pl/grywedukacji. We invite you to cooperate - Games in education - Portal Gov.pl As part of the initiative, developers wishing to make games they have created available free of charge for educational purposes may submit their games along with a description. After positive verification, the games will be able to be included in the general education core curriculum as a recommended tool for relevant subjects and levels of education.

Modern technologies in culture

Games have become the leading medium of the 21st century, providing not only global entertainment for audiences, but above all becoming a source of information about the world, including national history and culture, making them an invaluable tool for educating new generations. *The culture of the nanosecond, the needs and lifestyles of younger generations and the dynamic development of technology make it necessary to build new educational models that combine the real and digital worlds and the field of education with entertainment. The New Technology Division of the Institute of National Remembrance is tasked with creating just such immersive educational projects in the area of Poland's recent history. We are proud that the "The Cyphers Game" will serve teachers and stimulate young people to be inspired by the heroes of Polish history. We want to be not only a response to the contemporary needs of young people, but also educators and show that history is a great teacher of life, and the technologies we are developing are meant to help us use its lessons," said Magdalena Hajduk, Director of the New Technology Division of the Institute of National Remembrance.*

"This War of Mine" and "The Cyphers Game" - the first proposals in “The Games in Education” program

"This War of Mine" is a work by 11 bit studios that confronts the player with the realities of civil wars, and then - following the example of a number of masterpieces of 20th century anti-war prose - proposes to deepen humanistic reflection with the perspective of the victims: defenseless civilians, including children. It allows students to benefit from an attractive way of conveying knowledge and expanding the limits of imagination. It is a game that has been awarded many times and discussed in pedagogical and social contexts. "The Cyphers Game" is a gaming project of the Institute of National Remembrance describing the course of the Polish-Bolshevik war and the influence of Polish cryptology on its victorious finale. In this game everyone can play authentic characters of soldiers of the 1920 Polish-Bolshevik war, run complicated communication devices from 100 years ago, or - finally - break Bolshevik cyphers and destroy a Soviet armored train. The solutions used in the game were created on the basis of source materials or were accurately reproduced from historical exhibits. The players missions are documented historical events, and each of the heroes has a different, crucial task for the results of the battle. Download “The Cyphers Game” now.



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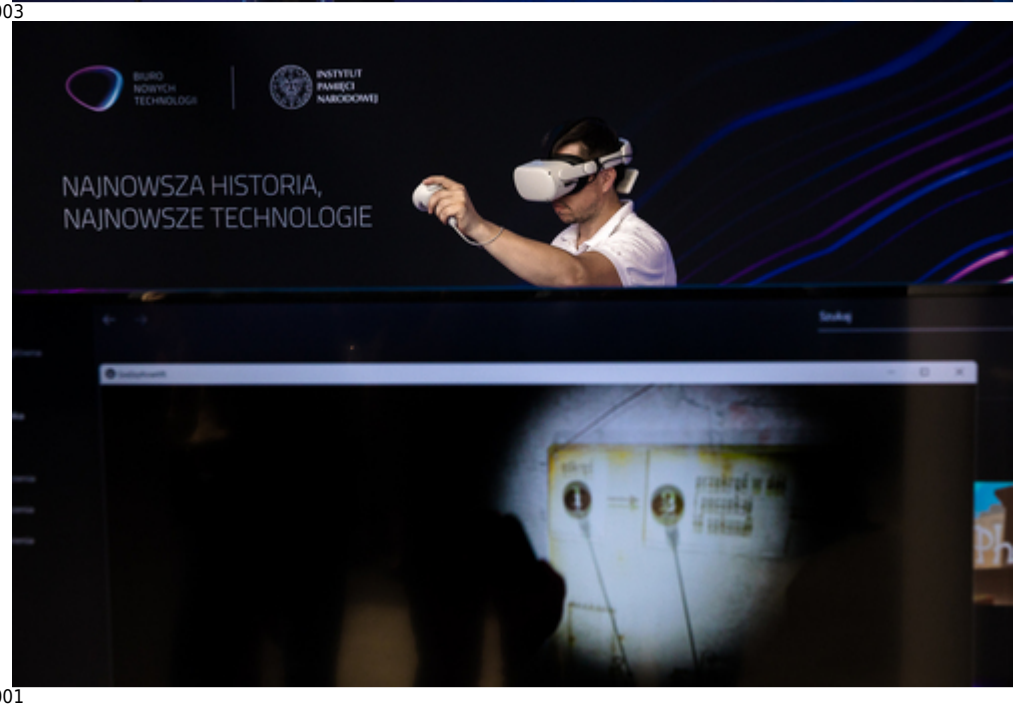

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