Inspiring and immersive educational workshop in Szczecin

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On Tuesday, 19.09.2023, an interactive historical workshop was held at the IPN Educational Centr "Przystanek Historia" in Szczecin. Classes for more than 150 students from Szczecin schools were conducted based on immersive projects by the IPN's New Technology Division:
"WARSAW RISING" a game in which players' task is to keep a unit fighting in the Warsaw Uprising for as long as possible,
"The Cyphers Game" - bringing closer the events of the Polish-Bolshevik War which was awarded the title Historical Event of the Year 2022,
application "Szybowcowa '87", showing in virtual reality the headquarters of the secret Wroclaw printing house of the Solidarity Fighting Party,
holograms of Andrzej Gwiazda, Krzysztof Wyszkowski and Lt. Col. Jan Kowalewski created as part of the project "Digital Heroes".
Students printed secret blotters, fought in occupied Warsaw, tried their hand at cracking Bolshevik ciphers, neutralized feared armoured trains and more. The workshop was conducted in line with lesson plans which are ready for download on the website of the Office of New Technologies of the IPN, under the tab “,For Teachers". Young people appreciated the game plots being based on historical facts. The striking graphics in "Warsaw Rising - City of Heroes" as well as in the "Cyphers Game" and "Glider '87" presented in virtual reality were also highly appreciated.

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