Press conference and presentation of mobile boxes in Warsaw

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A press conference featuring the Director of the New Technology Division at the Institute of National Remembrance, Magdalena Hajduk, was held at the Educational Center at the Institute of National Remembrance on 20 February. The conference was followed by a presentation of mobile boxes for immersive historical education, during which they were handed over to school children.

Mobile boxes with immersive historical education presented in Warsaw

At the meeting with the media, Director Hajduk emphasized the key role played by new technologies in the process of educating the youth. The task of the New Technology Division is to face educational challenges. Mobile boxes for experiencing educational games in an immersive manner are yet another product created by the Division, aiming at telling the story using a language and methods characteristic of new technologies and encouraging young people to discover history as a result.

What are mobile immersive historical education boxes?

The mobile boxes for immersive historical education are 10 sets composed of efficient PCs closed in military boxes used to store equipment and ammunition. Incorporating electronics into the solid military boxes makes them look suitable, attracts attention, and guarantees shock resistance in transportation. Selected PC sets are well-thought, appropriately composed assemblies and accessories, creating functional and reliable PC units. The boxes also contain a screen and wireless peripheral devices. Additionally, each set is enriched with a set of VR (virtual reality) devices (goggles and two controllers), Oculus Meta Quest 2. All educational projects implemented so far by the Institute of National Remembrance have been uploaded to each of the 10 boxes available. The mobile boxes will make it easier for immersive historical education to reach all places where educational classes take place. The nationwide tour of mobile boxes, which will soon be launched, is another initiative, following the “Cyphers Game” mobile showroom and the mobile project entitled “Przystanek Historia Przyszłości”, to ensure that the projects implemented by the Institute of National Remembrance based on new technologies are widely available in educational establishments. See all educational projects of the New Technology Division at the Institute of National Remembrance

Positive reception by young people

The mobile boxes have been positively received by the youth, which gives us hope that thanks to the solutions applied by the Institute of National Remembrance, the digital environment not only will give the youth fun but also encourage them to tap on the fund of knowledge and broaden their historical awareness.



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Previous Page

Next Page