Immersive history lessons at Poznań's IPN History Point using mobile chests

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From September 16 to October 15, 2024, the History Stop at Dąbrowskiego Street 29 in Poznań hosted lessons utilizing games and applications developed by the IPN's New Technology Division. These projects were presented through mobile chests featuring immersive historical education.

Mobile chests with historical education at Poznań's IPN History Point

Nearly 100 students from schools in Poznań, Swarzędz, and Grodzisk Wielkopolski participated in immersive history lessons. All classes were based on immersive educational projects created by the New Technology Division:

"Warsaw Rising" – a strategic turn-based combat game. The title depicts the fate of Warsaw Uprising fighters, and the player’s task is to survive all 63 days of the uprising.

"Aviators" – the latest educational game from the New Technology Division. It combines elements of action, arcade, logic, and adventure. The varied gameplay is intertwined with educational content, telling the story of Polish aviators who took part in World War II.

"Cyphers Game" – the first educational project by the New Technology Division, now included in the official school reading list. Set during the Polish-Bolshevik War, it highlights the lesser-known achievements of Polish cryptologists. The player's task is to crack Bolshevik codes and secure radio communication.

"Szybowcowa '87" – an immersive VR (virtual reality) experience that recreates a detailed apartment in Wrocław where underground press was printed. The apartment is interactive, allowing players to reproduce press sheets and overhear conversations of SB (Security Service) officers.

"Testimony of Help" – a short film about the Blessed Ulma Family, who provided shelter to Jews during World War II.

Educational sessions with mobile chests

The sessions were divided into two parts: theoretical and practical. The first part, conducted by educators from the IPN's Office of National Education in Poznań, provided a brief historical introduction to each game and application. Students were introduced to the historical context, key events, and figures behind them. Any questions could be asked freely to ensure students got the most out of the lessons. During the second part, students had the opportunity to explore the educational games and applications. The VR version of "Aviators" attracted the most interest. Additionally, to further enrich the experience and engage young people in learning history, participants were introduced to IPN's range of board games. See all projects by the New Technology Division



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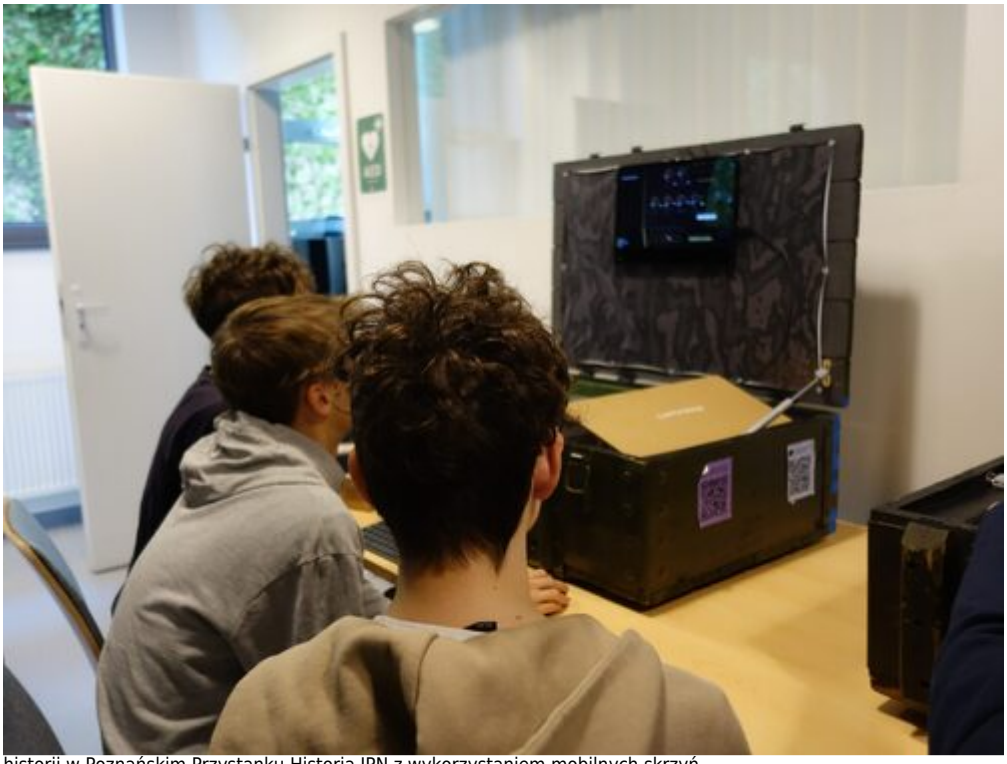
Immersyjne lekcje historii w Poznańskim Przystanku Historia IPN z wykorzystaniem mobilnych skrzyń



Immersyjne lekcje historii w Poznańskim Przystanku Historia IPN z wykorzystaniem mobilnych skrzyń



Immersyjne lekcje historii w Poznańskim Przystanku Historia IPN z wykorzystaniem mobilnych skrzyń



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Immersyjne lekcje historii w Poznańskim Przystanku Historia IPN z wykorzystaniem mobilnych skrzyń

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