New Technology Division

https://bnt.ipn.gov.pl/ntd/news-1/13246,Immersive-History-Education-where-we-are-and-what-lies-ahead-the-latest-research.html

27.11.2026, 02:35

“Immersive History Education – where we are and what lies ahead” – the latest research report by the New Technology Division

“Immersive History Education – where we are and what lies ahead” – the latest research report by the New Technology Division at the Institute of National Remembrance (IPN)

We are excited to present our latest research report, titled *“Immersive History Education – where we are and what lies ahead.”* This report is the result of exploring the educational needs of younger generations (Alpha and Z), particularly in the context of learning history.

“Immersive History Education – where we are and what lies ahead” – findings on the use of digital technologies in education

In the face of challenges confronting education, it is crucial to seek solutions that ensure more effective knowledge transfer. This report helps to understand the scale and significance of ongoing changes and inspires modifications to traditional teaching methods. It advocates not only for the increased use of modern technologies but also for introducing diverse pathways to immersive historical education. This approach enables the development of innovative programs and engaging learning methods that combine exploring and understanding history with the potential offered by new technologies.

Read the report for free on the New Technology Division’s website

“Immersive History Education – where we are and what lies ahead” – evolution or revolution?

The second research report by the New Technology Division IPN is an evolution of the first report, *“Immersive history education – towards new educational pathways,”* published in 2022. The earlier report identified who the learners are, their needs in historical education, and presented three pathways for learning history (Time Machine, Sensory Code, and Inspirational Embodiment).

Based on research conducted in 2024, the existing pathways have been updated, and a new, fourth pathway – *Discovering Meanings* – has been introduced. Each of these pathways can serve as inspiration for schools, cultural institutions, and non-governmental organizations involved in youth education. They support the design of modern programs that integrate history with advanced technologies and engaging teaching methods.

Read the first report: *“Immersive historical education – towards new educational pathways”*

Who is “Immersive History Education – where we are and what lies ahead” for, and why is it worth reading?

The latest research report by the New Technology Division IPN is designed for anyone interested in effectively reaching young people with educational content. It is ideal for teachers, educators, educational institution staff, and parents. The report highlights the significance of ongoing changes and encourages modifications to teaching methods by leveraging new

technologies and immersive historical education pathways.

Why read the latest research report by the New Technology Division?

The report is based on research and analysis aimed at identifying challenges and proposing the best solutions in historical education. By reading it, you will better understand key trends, recognize potential threats, adapt more easily to changes, and discover new educational methods. Additionally, the report emphasizes combating digital exclusion, addressing ethical issues, and promoting responsible use of digital technologies.

Education impacts everyone. More effective knowledge transfer leads to a more informed society and a higher quality of life.

Read the report for free on the New Technology Division's website

International premiere of the report in San Francisco

The international premiere took place on March 19, 2025, in San Francisco during the Game Developer Conference (GDC). GDC brings together brands offering modern educational solutions from around the world, as well as experts in gaming, education, and new technologies. Attending this prestigious event means reaching an international audience with the modern approach to history education developed by the New Technology Division IPN.

Why premiere at GDC?

The mission of the Game Developer Conference includes the promotion of technological solutions in education worldwide. It is one of the largest gaming-education events globally. The participation of the New Technology Division at IPN and the presentation of this report highlight the division's globally expanding role in modern education.

GDC is a conference where the report is not only premiered but also made available to a global audience and compared with other educational solutions. Attending GDC enables the New Technology Division IPN to stay updated on the direction of gaming-technological solutions and actively contribute to shaping their course. This is a key event for anyone looking to influence the future of immersive education actively.

Meeting enthusiasts, educators, game developers, and players from around the world, exchanging experiences, and sharing ideas offer a unique opportunity to gain new perspectives and improve existing solutions.

Read the report *"Immersive Historical Education – where we are and what lies ahead"* for free on the New Technology Division's website

Previous Page
Next Page