The New Technology Division of IPN Participated in the LubGame 2025 Conference

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From June 14 to 15, the city of Lublin hosted LubGame 2025, a conference dedicated to the gaming industry. The event brought together game developers, enthusiasts, and professionals. The New Technology Division of the Institute of National Remembrance (IPN) proudly took on the role of strategic sponsor of the event and patron of the Games Zone powered by IPN.

Presentation by Director Adrianna Paradowska: *“Immersive Historical Education”*

The conference program featured a keynote speech by Adrianna Paradowska, Deputy Director of the New Technology Division of IPN, titled *“Immersive Historical Education.”* During her presentation, Ms. Paradowska showcased the division's efforts to support history education through innovative, immersive, and effective use of gaming. She emphasized that the key to engaging younger generations with history lies in “sensory immersion” — creating experiences that captivate the emotions, imagination, and attention of users through advanced technologies.

Games Zone Powered by IPN at LubGame 2025

Conference attendees had the opportunity to dive deeper into the gaming portfolio of the New Technology Division of IPN, not only through Adrianna Paradowska's presentation but also via the Games Zone. Here, visitors could:

Test their skills as aerial aces in the game *“Aviators.”*

Face off against opponents in *“Warsaw Rising.”*

Crack Bolshevik codes in the award-winning *“Cyphers Game.”*

The Games Zone also showcased research reports on the application of digital technologies in education. The IPN booth attracted considerable interest, welcoming both those already familiar with the division’s initiatives and newcomers discovering them for the first time.

Games, Activities, and Other Attractions at the Lublin Conference

The LubGame agenda included special "conference games." One of them, titled *“History in 60 Seconds,”* focused entirely on IPN's gaming projects. Participants were challenged to create a short, one-minute video under the theme: *“If I were a character from one of IPN’s games...”*

Contestants portrayed characters from IPN games such as *“Cipher Game,” “Warsaw Rising,”* and *“Aviators,”* narrating how their actions might change if they had access to modern technologies.

The competition rewarded creativity and the ability to merge history with innovation. Notable entries included:

“If I were Jan Kowalewski, I’d crack codes using Excel instead of a comb.”

“If I were a pilot from Squadron 303, I’d fly an F-16 equipped with GPS and thermal imaging.”

Fond Memories from LubGame 2025

Held at the WSEI Academy in Lublin, LubGame 2025 was a vital forum for sharing knowledge and experiences among developers, educators, and gamers passionate about modern methods of delivering historical content.

We extend our heartfelt thanks to all conference participants, visitors to the Games Zone, and the event organizers. See you next year!

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LubGame 2025



LubGame 2025



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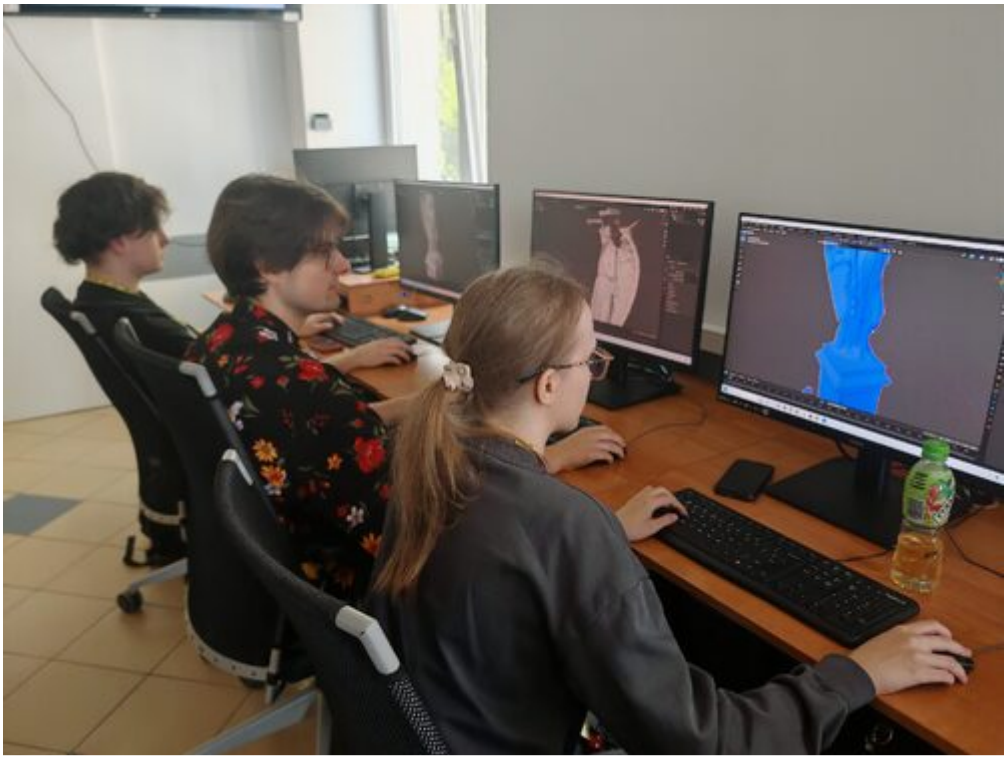
LubGame 2025



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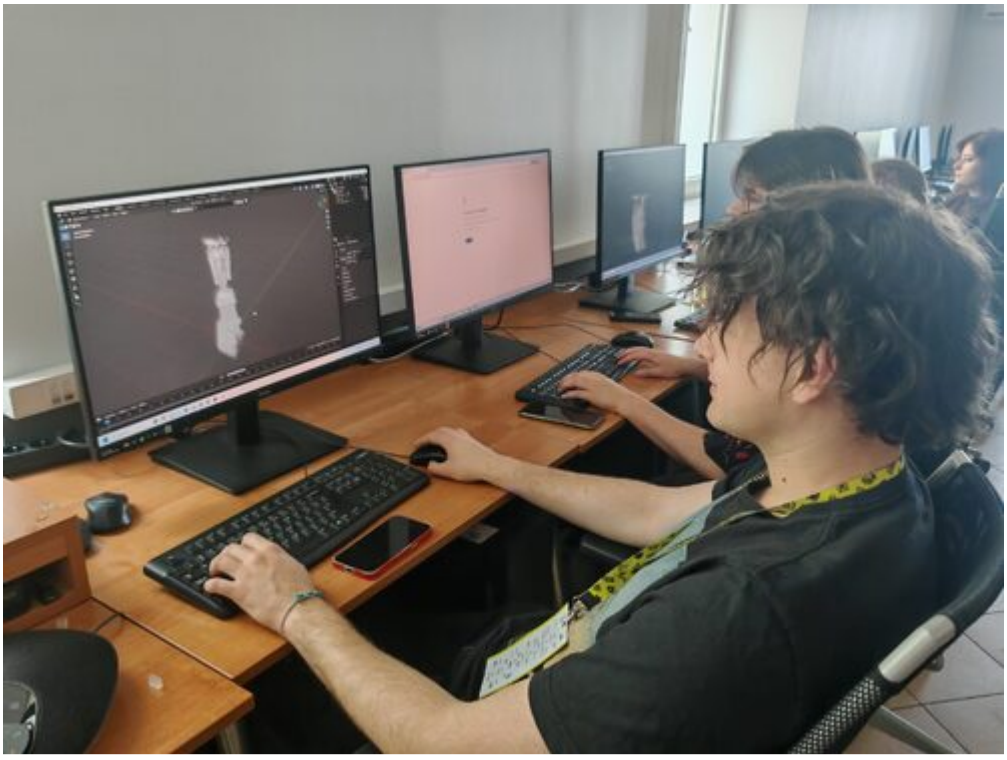

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