PAX West 2025 in Seattle – Four Days Full of Experiences, Conversations, and Inspiration

PAX West 2025 in Seattle – Four Days Full of Experiences, Conversations, and Inspiration

The international gaming fair PAX West in Seattle has come to an end. From August 29 to September 1, the heart of the global gaming industry was beating right there – and we had the pleasure of being part of this extraordinary event at the Polish booth, organized by the Creative Industries Development Center in cooperation with the Indie Games Poland Foundation.

Polish gaming industry on the U.S. radar

Over the four days, thousands of gamers, international gaming media, influencers, as well as representatives of business and public institutions visited the Polish booth. It was a time of intense conversations, game testing, and building bridges between the Polish gaming scene and the global market. Throughout the fair, the educational adventure game *"Aviators"* attracted visitors' attention – from journalists and streamers to YouTubers and passionate gamers. The long lines at the booth were the best proof that the theme of World War II and the stories of Polish heroes fascinate players worldwide.

Inspiring conversations about education

Gamers of all ages visited the Polish booth – from kids with parents to parents with kids – perfectly showing how wide today's gaming audience really is. *"Aviators"* appeals successfully to all age groups; parents in particular emphasized the game's educational value and its potential as a tool that combines learning with entertainment.

Meeting with the Washington Secretary of State and the "Polish Party"

On the very first day, we had the honor of meeting Washington Secretary of State Steve Hobbs – a politician and, privately, a gamer. The talks concerned not only the promotion of Polish productions but also initiatives fostering cooperation between game developers from Poland and the U.S. A key topic was learning through games – an issue that sparked great interest in the context of innovative educational tools. Secretary Hobbs played *"Aviators"* and got to know more about the concept of immersive historical education. While discussing the educational games created by the New Technology Division, he strongly emphasized the growing role of self-directed learning and the blending of education with entertainment – a trend increasingly visible both in Poland and the United States.

The "Polish Party" in Seattle

The "Polish Party," an iconic networking event, was held on the third day of the fair. The program included presentations of Polish gamedev projects and capabilities, speeches – including from Secretary Steven Hobbs and Honorary Consul of Poland in Seattle Teresa Indelak Davis – as well as a contest for the most creative photo. The event also featured traditional Polish cuisine, winning over all American guests who had not yet experienced the power of Poland's gaming industry. The "Polish Party" was filled with inspiring discussions and opportunities to build relationships with international developers, publishers, media representatives, and business partners.

PAX West 2025 concluded

PAX West 2025 showed that the Polish gaming industry holds a strong position on the international stage and has enormous potential in the educational games sector. We would like to thank all the players who visited our booth, stayed for longer conversations, or simply tried their hand at *"Aviators."* We also thank publishers, hardware manufacturers, and our distinguished guests – led by Washington Secretary of State Steve Hobbs and Honorary Consul of Poland in Seattle Teresa Indelak Davis – for visiting our booth. We hope to see you again next year.



PAX WEST 2025



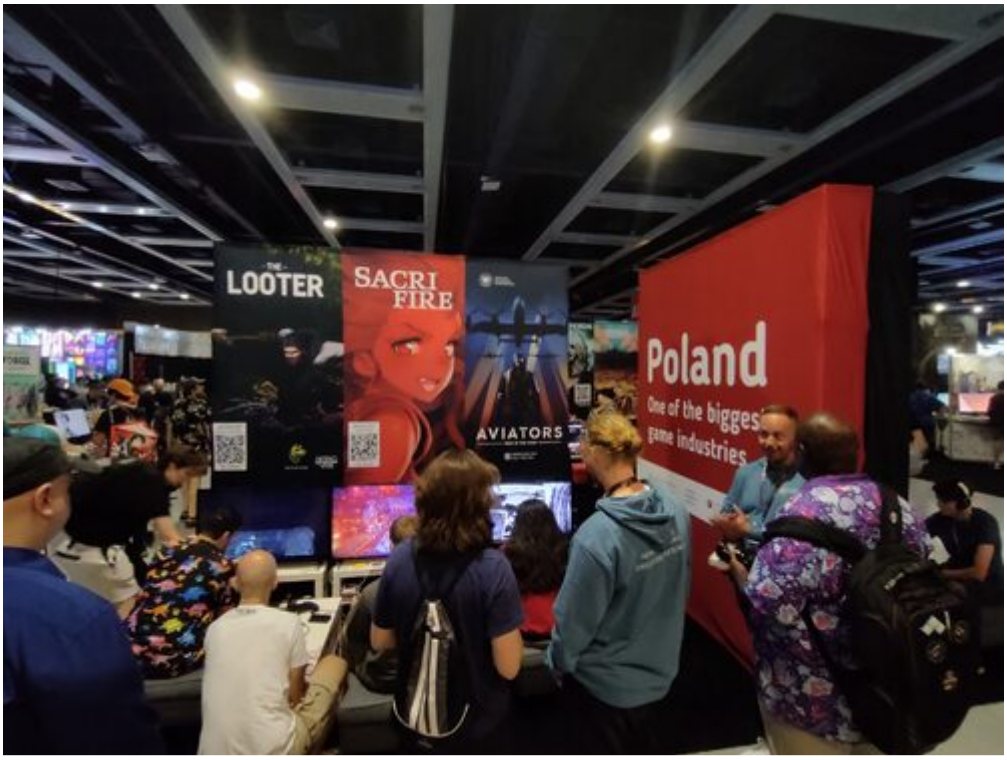
PAX WEST 2025



PAX WEST



PAX WEST



oplus_2



oplus_2



oplus_2



PAX WEST 2025

Previous Page

Next Page