A Weekend of Events with the New Technology Division

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On September 6–7, we had the pleasure of taking part in two events – CD-Action Expo and the Bielsko-Biała Gaming Festival. Both are dedicated primarily to video games and pop culture, and this year they attracted crowds of gamers, technology enthusiasts, and digital entertainment fans. At CD-Action Expo, during a discussion panel titled *"Digital History"*, the director Adrianna Paradowska took part as a speaker.

CD-Action Expo 2025 – Newschool and Oldschool Under One Roof

Organized on the first weekend of September, CD-Action Expo brought visitors and exhibitors from all over Poland to Łódź. Attendees could play games available on Xbox Game Pass, from Nintendo, as well as many smaller indie titles that had long queues. Alongside the new games was a retro zone featuring classics such as *Tetris* and *Wolfenstein*. One of the event's attractions was the "Gothic Village" – a space dedicated to the iconic *Gothic* RPG trilogy. Between the gaming stands, visitors could find books, gadgets, collectibles, and even large props from popular games – from keychains and pendants, to mugs and T-shirts, to trophies and replicas. There were also beautiful handicrafts such as candles and jewelry, gaming equipment, and building blocks. Booths selling used games on discs and cartridges were especially popular – the latter stirred particular excitement among older attendees who fondly recalled their very first titles.

Immersive Historical Education in Łódź

At the heart of the Expo hall, the New Technology Division presented its full digital portfolio – PC and VR games and applications. Copies of the report *"Immersive Historical Education – Towards New Educational Paths"* were also available at the booth. The report is free – see the publication now. On Saturday, September 6, director Adrianna Paradowska took part in the *"Digital History"* discussion panel, alongside Dominika Łupińska, Joanna Witczak, and Mikołaj Frankowski. The main theme was historical education in gaming. One of the issues raised was young people's attitude toward learning history. Director Paradowska pointed out that, contrary to common belief, school students do want to learn history – but they do so through new technologies and social media. That is why it is so important to develop digital skills among teachers and combat digital exclusion – in order to meet students' educational expectations and support intergenerational communication.

Bielsko-Biała Gaming Festival with the New Technology Division

Diversity of exhibitors, lectures, numerous VR games, tournaments and competitions; retro gaming, driving simulators (including an educational accident simulator presented by WORD), literature – this was the Bielsko-Biała Gaming Festival in a nutshell. A wealth of attractions for all ages and interests. The event lasted from September 5 to 7. It was also very impressive that the first day of the festival was dedicated primarily to local schools and education. *Education in gaming* – the common ground for both the New Technology Division and the Bielsko-Biała Gaming Festival – made it possible from the very beginning to highlight the important role of educational games in the industry space, not only in terms of digital accessibility, but also by being present at events and reaching school-age players directly.

History Connects, Not Divides

CD-Action Expo and the Bielsko-Biała Festival prove that the world of games and pop culture is an excellent place to promote not only entertainment but also educational values. By being present at these events, the New Technology Division demonstrates that history can also be inspiring and engaging in the gaming world – and that encountering it can be just as exciting as playing a long-awaited release.

Bielsko-Biała Gaming Festival



Bielsko-Biała Gaming Festival 2025



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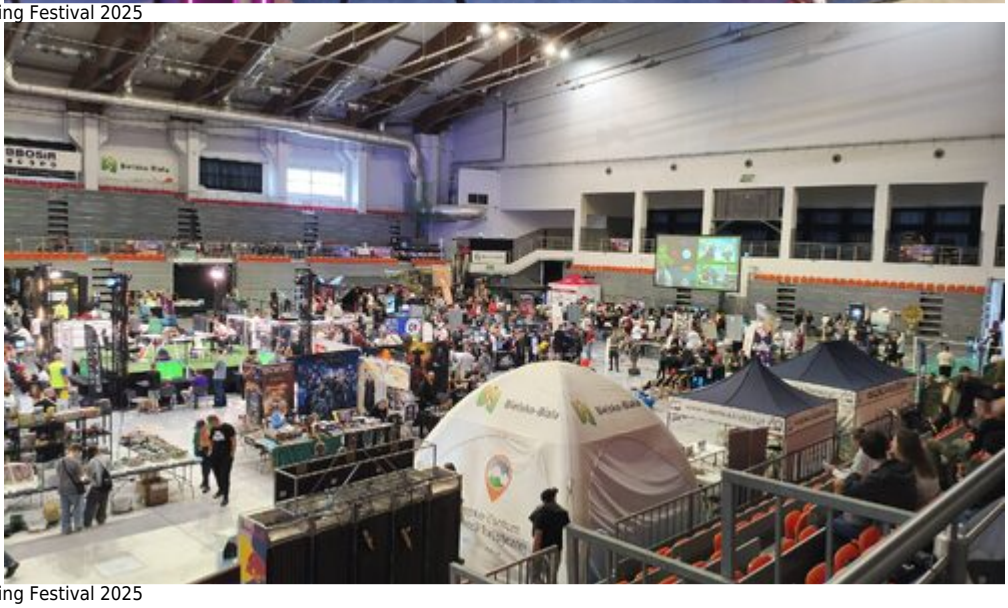

Bielsko-Biała Gaming Festival 2025



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CD-ACTION EXPO 2025



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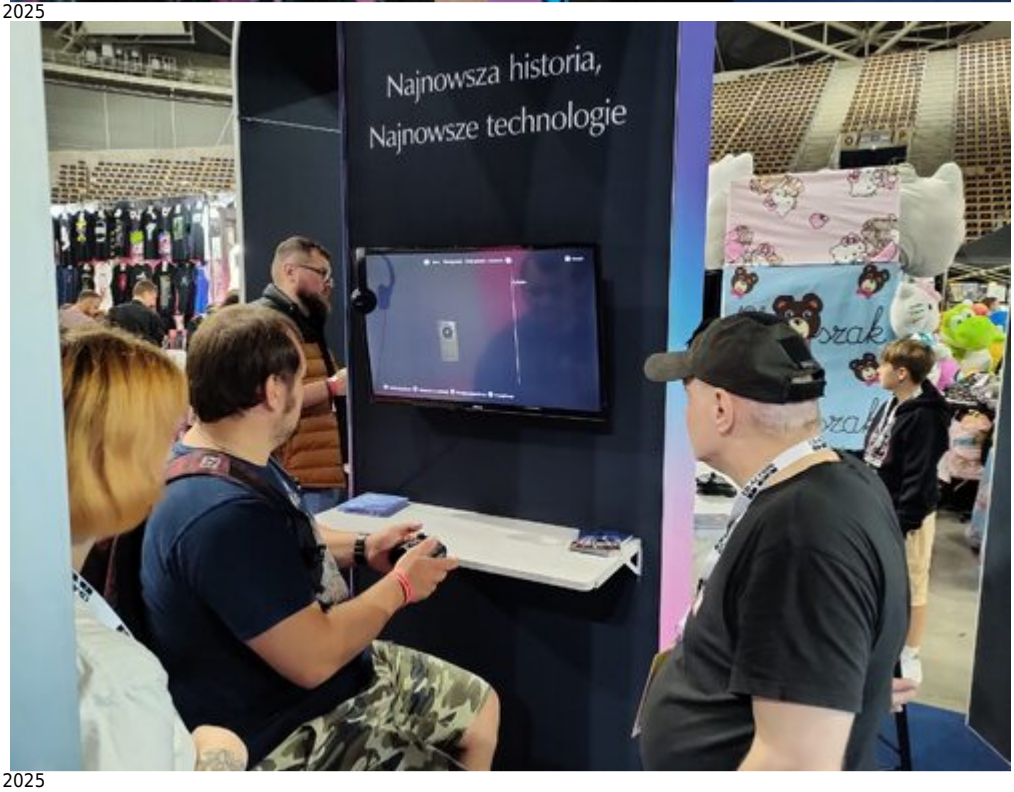

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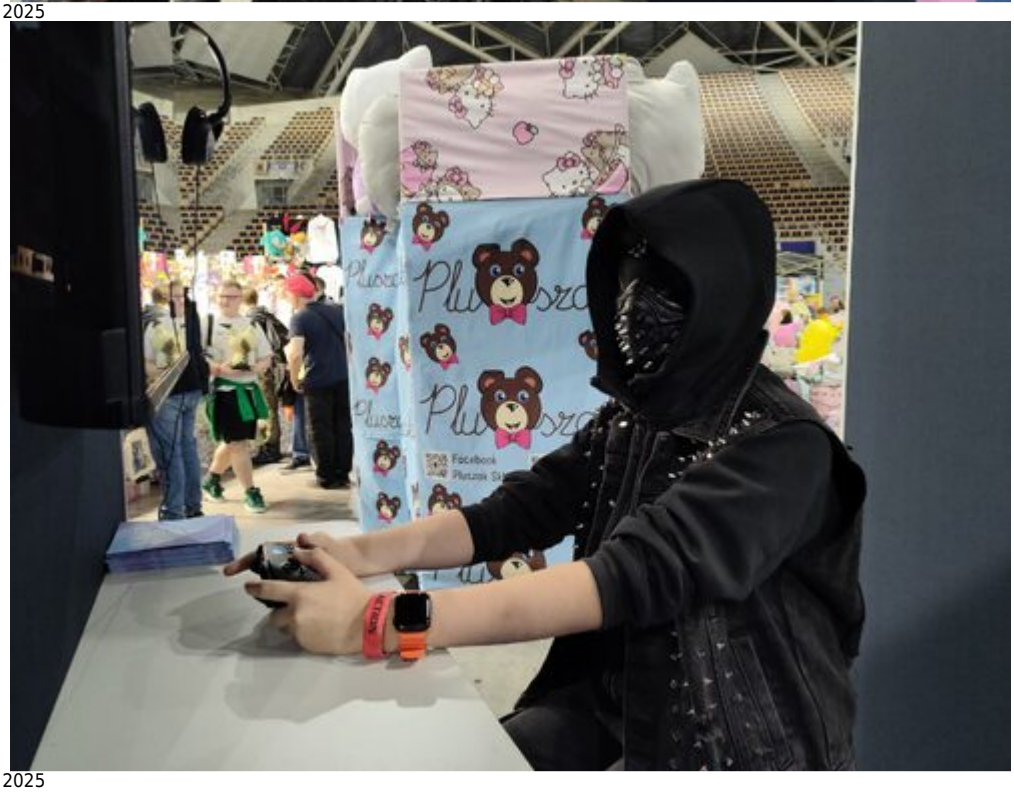

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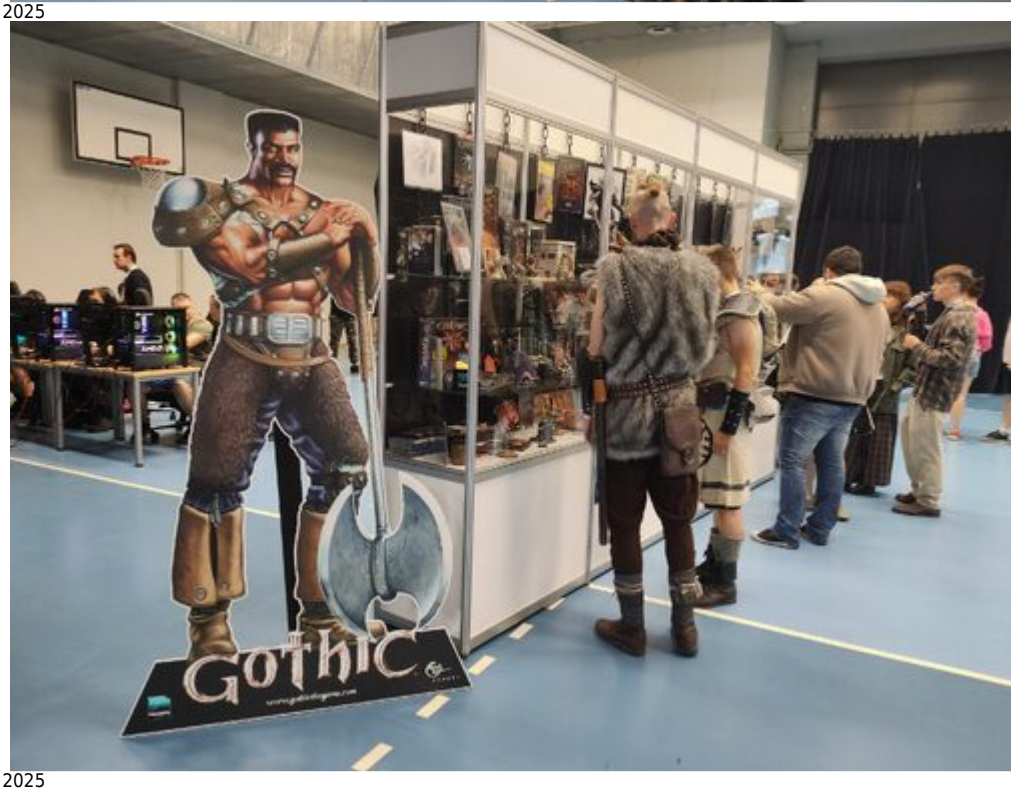

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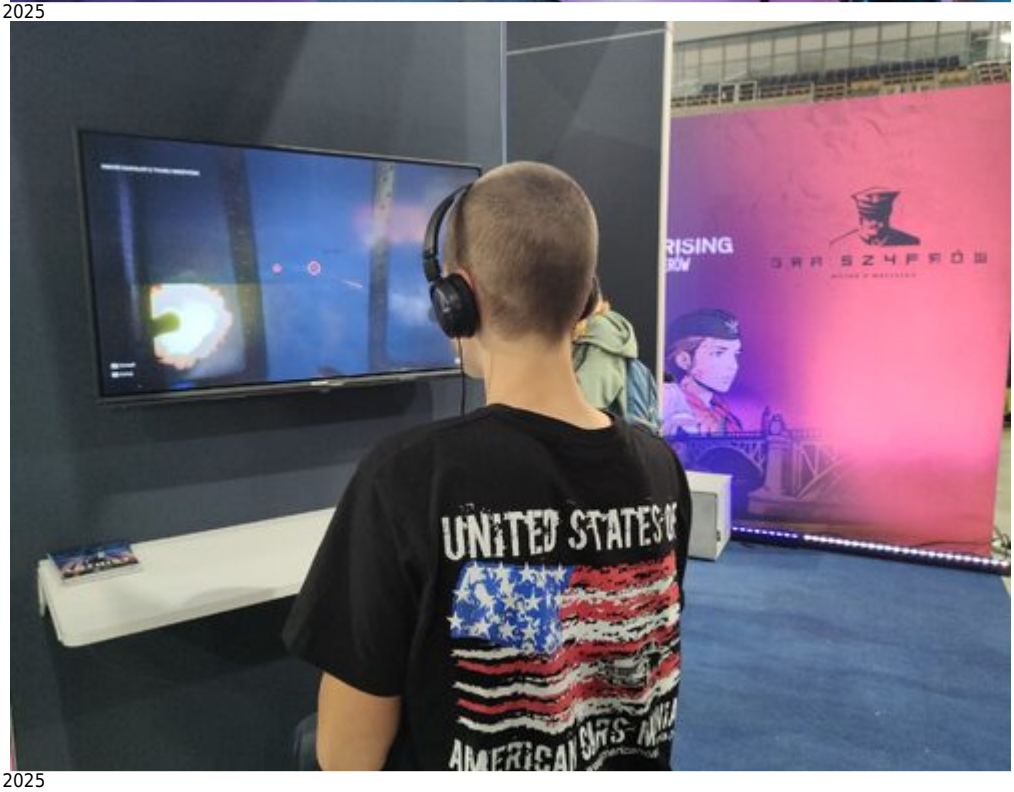

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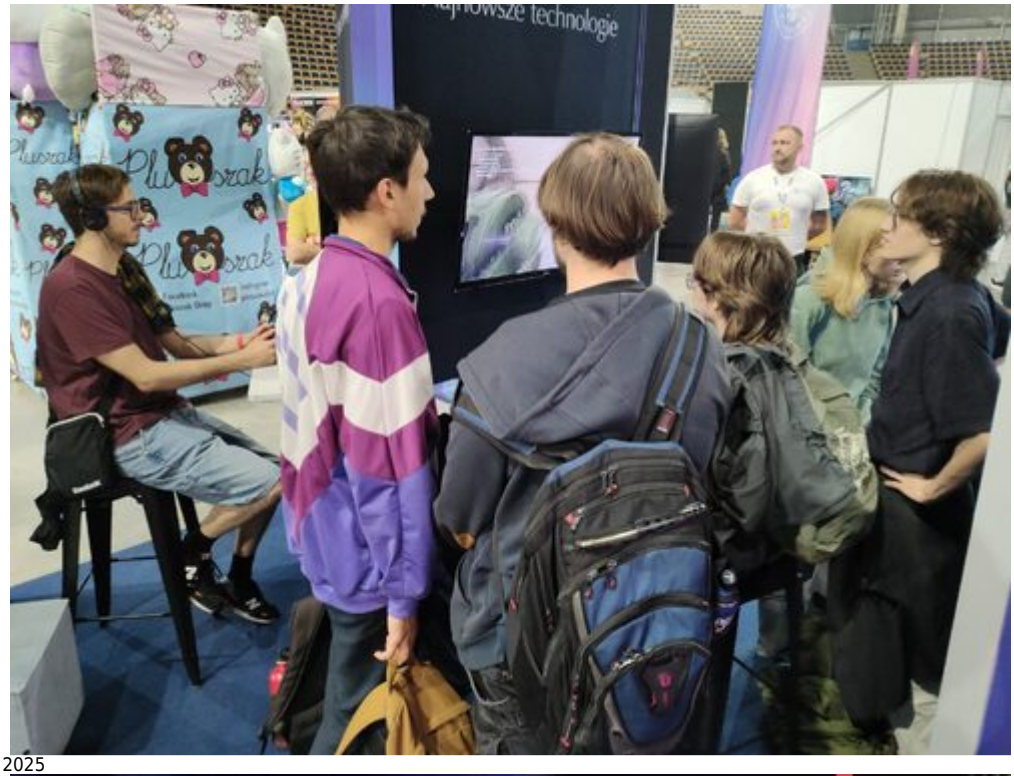

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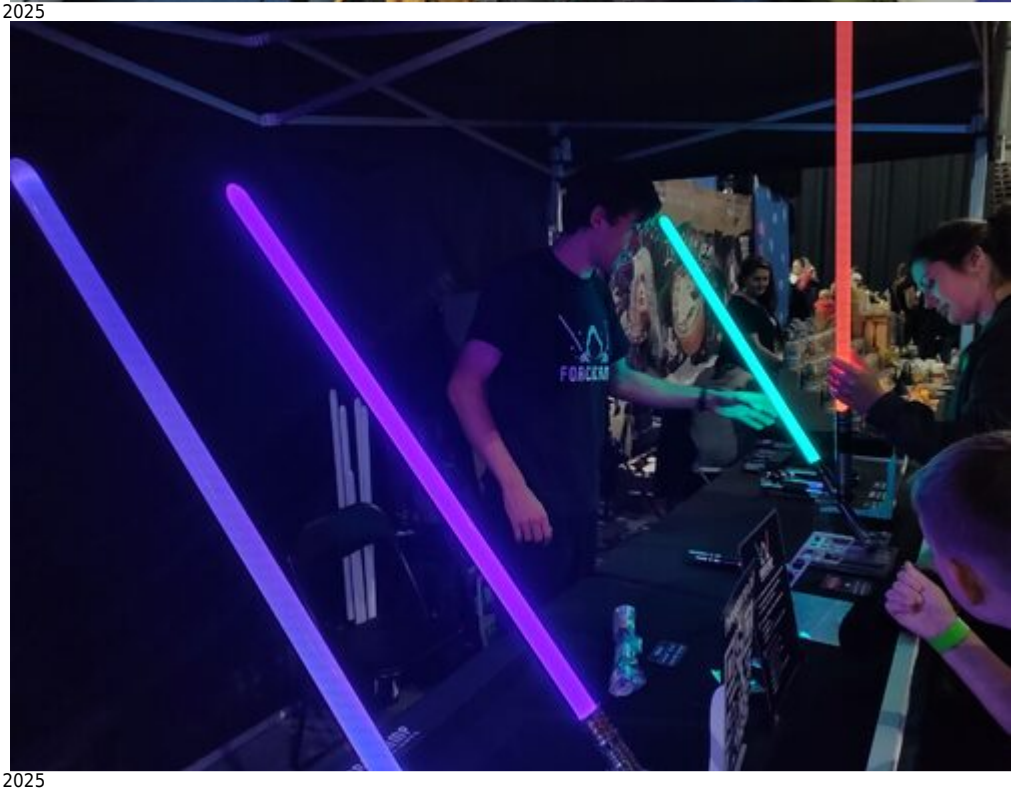

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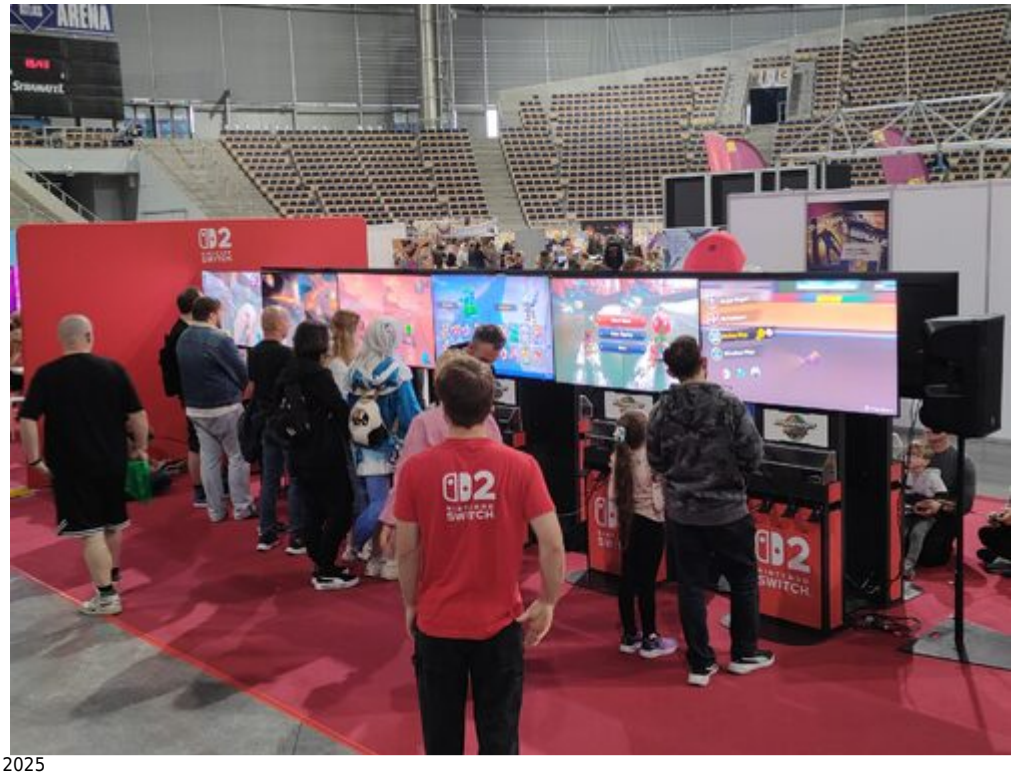

CD-ACTION EXPO 2025

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