Poznań Game Arena 2025 with the Participation of the New Technology Division

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The Poznań Game Arena (PGA) is the largest entertainment and multimedia trade fair in Central and Eastern Europe. This year’s 19th edition, held from October 24–26, 2025, attracted thousands of gaming and technology enthusiasts. The New Technology Division of the Institute of National Remembrance (IPN) hosted its own exhibition area, presenting a wide range of educational games and applications.

Familiar and New Faces

We were pleasantly surprised to hear so many visitors — both players and their parents — tell us they already knew our games and apps. Many said they had discovered them through Steam, where all our projects are free to download and completely free of microtransactions. After all, “free” is a fair price — which explains why our educational gaming projects are so popular among students. Another frequently mentioned reason was our presence at major industry events. Gamers meet us at various venues across Poland and abroad, where they can explore the New Technology Zone and participate in our projects. Some had already met us at previous PGA editions, others at events like CD-ACTION EXPO in Łódź, where they played *“The Cipher Game”* just a few weeks earlier. Hearing that someone enjoyed our game elsewhere and came back to see us again is not only wonderful but also deeply motivating.

The New Technology Zone at PGA 2025

Visitors could experience the entire portfolio of the IPN’s New Technology Division — including projects for PC and VR (Virtual Reality). The booth also featured our research reports on the use of digital technologies in education. The IPN Zone attracted strong interest, both from those already familiar with our initiatives and from first-time visitors. PGA is more than just a gamer’s paradise — it’s also a space for technology enthusiasts, pop culture fans, and, as it turns out, history lovers. Guests were especially curious about game design, particularly the engine behind “Aviators” (yes, it’s Unreal Engine 5), and about how historical knowledge can be integrated into gameplay mechanics. That’s a complex challenge — but for the curious, a good starting point might be the journal mechanic in *“Aviators– War in the Skies.”*

Historical Education, E-Sports, Cosplay, and Sunday Gaming — PGA in a Nutshell

PGA 2025 offered visitors exclusive game previews, e-sports tournaments, a cosplay competition, meetups with influencers, and hundreds of gaming booths featuring everything from AAA blockbusters to indie titles. Among this diverse mix, the IPN’s New Technology Division proudly presented its educational games, which combine the excitement of gaming with meaningful historical learning. We’re delighted to help dispel the myth that gaming lacks educational value. Through the New Technology Zone and the wide availability of our free educational games, we demonstrate that new technologies, gaming, and historical education can form a cohesive and engaging whole. Thank you to everyone who visited the IPN New Technology Zone — we look forward to seeing you at our next events!



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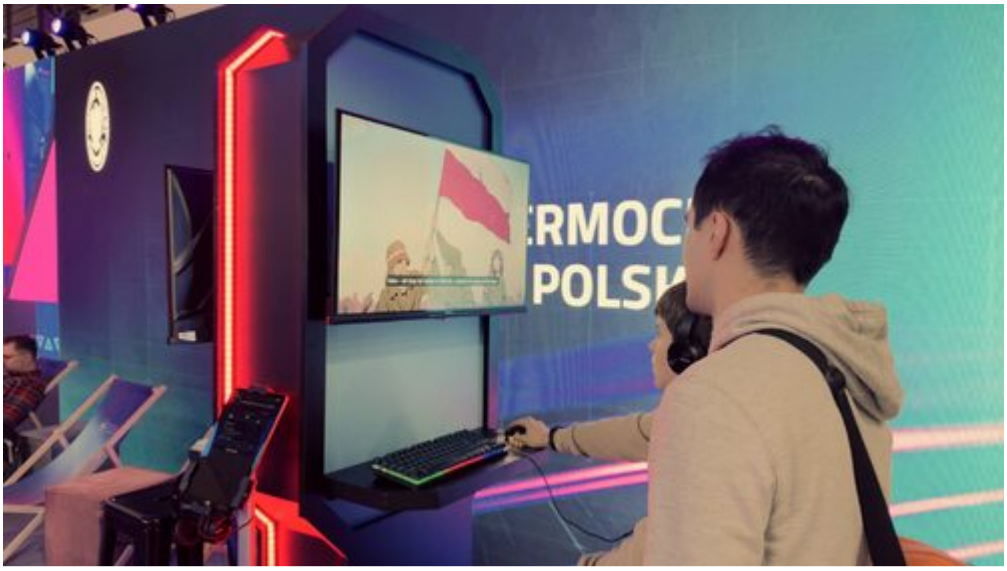
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