Presentation by Deputy Director of the New Technology Division, Adrianna Paradowska

Speech by the Deputy Director of the New Technology Division at the Game Studies Congress in Kraków

On 12–14 November, the second National Game Studies Congress took place in Kraków. During the event, Adrianna Paradowska, Deputy Director of the New Technology Division, delivered a presentation titled *"Immersive Historical Education."*

Gaming in Academia – More Than Just Playing

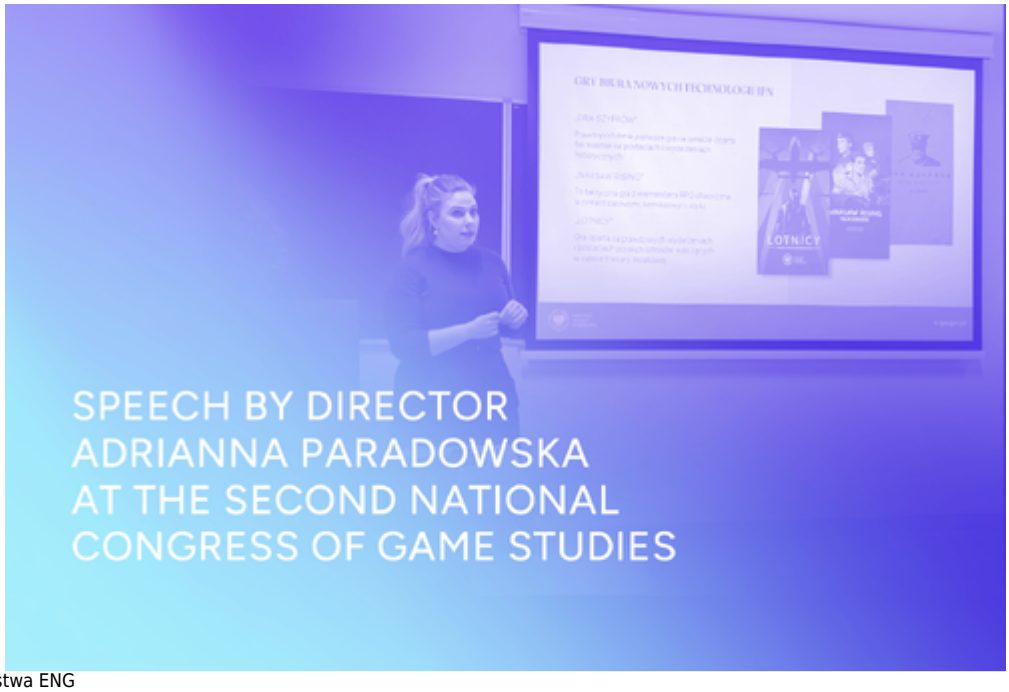
The Congress brings together academic communities and the broader video game industry—from scientific research to game production. Participants focused on developing the discipline known as game studies, which examines video games from a scholarly perspective, identifying their social, cultural, and technological functions. It has become increasingly clear that video games are now an integral part of various social structures and networks of discourse, and they address the needs of younger generations. In this context, the Congress sought answers to key questions facing researchers, including issues of social responsibility, demographic changes, the use of games in education, and the development of artificial intelligence tools.

A Broad Congress Programme

The discussions, which integrated game studies with social sciences, computer science, and the gamedev industry, required collaboration among specialists from different fields. The programme of the Congress featured four main thematic tracks: didactics, academic research, the social impact of games, and the gamedev industry. The agenda was implemented through presentations, papers, panel discussions, and workshops. Thanks to this structure, the Congress became a platform uniting not only academic circles but also game industry practitioners and all those interested in the subject.

Presentation by Deputy Director of the New Technology Division, Adrianna Paradowska

On Thursday, 12 November, Director Paradowska delivered her presentation titled *"Immersive Historical Education."* She began by briefly explaining what immersive historical education is. It is an educational approach that uses modern digital technologies (such as virtual reality, augmented reality, or mobile applications) as well as educational games and interactive exhibitions to convey historical knowledge in a more engaging, personal, and immersive manner. She then referred to game studies in the context of educational games, emphasizing that game studies also examine the functions of video games in education. Immersive historical education is not only the transfer of knowledge but also reflection on memory, historical narrative, values, and social change. Both game studies and immersive historical education explore how immersive experiences influence the recipient's knowledge, emotions, and awareness—thus sharing a common analytical framework. In conclusion, the Director stressed that these two fields intersect on methodological and ethical levels (how to present difficult histories, how to engage the user without oversimplifying or distorting the past), as well as on the technological level.



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