“The Aviators” Leave Boston. PAX East Comes to an End

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This year’s edition of the international gaming expo PAX East has come to a close. From March 26 to 29, Boston became the global hub of game development, and we had the opportunity to help shape this event by participating in the Polish booth organized by the Creative Industries Institute in cooperation with the Indie Games Poland Foundation.

The Polish Gaming Industry Across the Ocean

Throughout the entire event, our booth attracted tremendous interest, welcoming thousands of visitors—players, industry journalists, content creators, and developers. It was a time filled with conversations, presentations, and hands-on testing, as well as an excellent opportunity to build connections between Polish creators and the international gaming community.

“The Aviators” drew attention from media representatives, streamers, YouTubers, and players alike. The queues at our station clearly showed that the history of World War II and the stories of Polish heroes resonate with audiences around the world.

We were delighted to watch players fully engage with the game as they worked to complete each level. “The Aviators” has much to offer—not only action-packed stages, but also puzzles, reflex-based challenges, and a substantial amount of knowledge presented through a journal module, unlocked by completing missions and exploring maps. Players who wanted to continue the experience at home scanned a QR code, added the game to their Steam library, and carried on with their educational journey later. It is worth noting that “The Aviators,” like all productions of the New Technology Division of the Institute of National Remembrance, is available worldwide free of charge.

Games as a Tool for Education

Visitors of all ages stopped by the booth—young players, adults, and often entire families. This clearly demonstrates how broad the gaming audience has become. The IPN production appeals to all age groups, and many parents pointed out that playing “The Aviators” together is not only a way to spend time with their children, but also an opportunity to learn history together. This highlights the educational value of the game and its ability to combine learning with entertainment in an engaging way.

PAX East – Four Days of Dialogue, Exchange, and Entertainment

PAX East 2026 confirmed the strong position of the Polish game development industry on the international stage, as well as its great potential—particularly in the field of educational games. We would like to thank everyone who visited our booth, spoke with us, and tried their hand at “The Aviators.”

We also extend our sincere gratitude to our partners, guests, and industry representatives who honored us with their presence. We look forward to meeting again at the next edition of the event.



PAX East 2026



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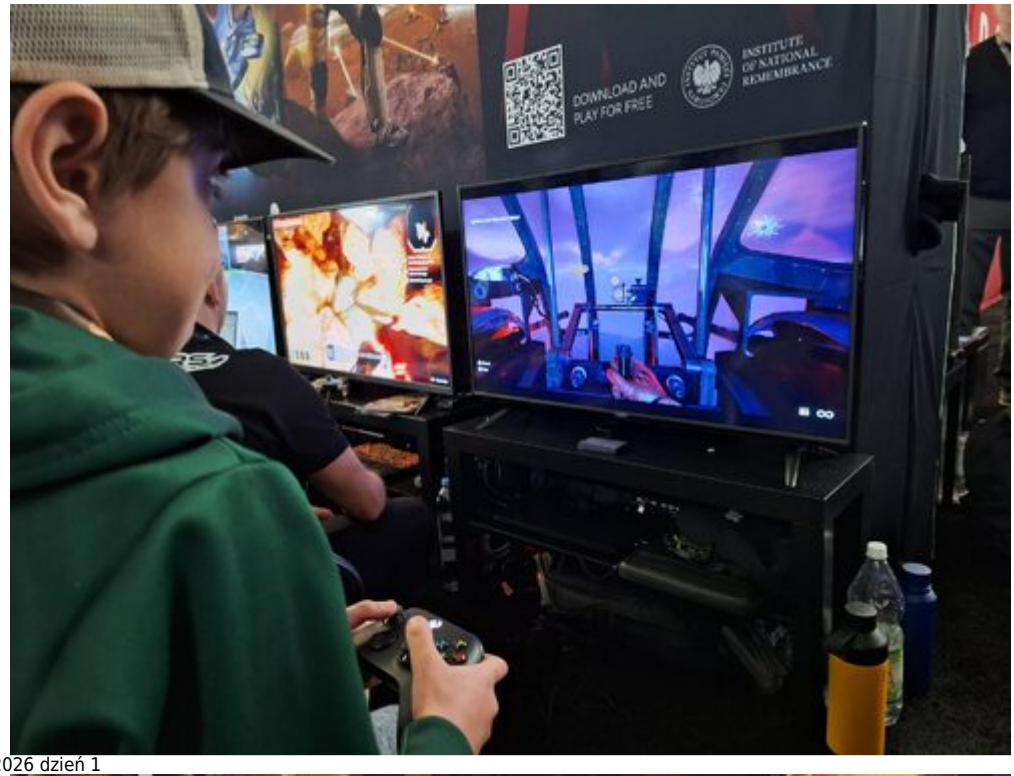

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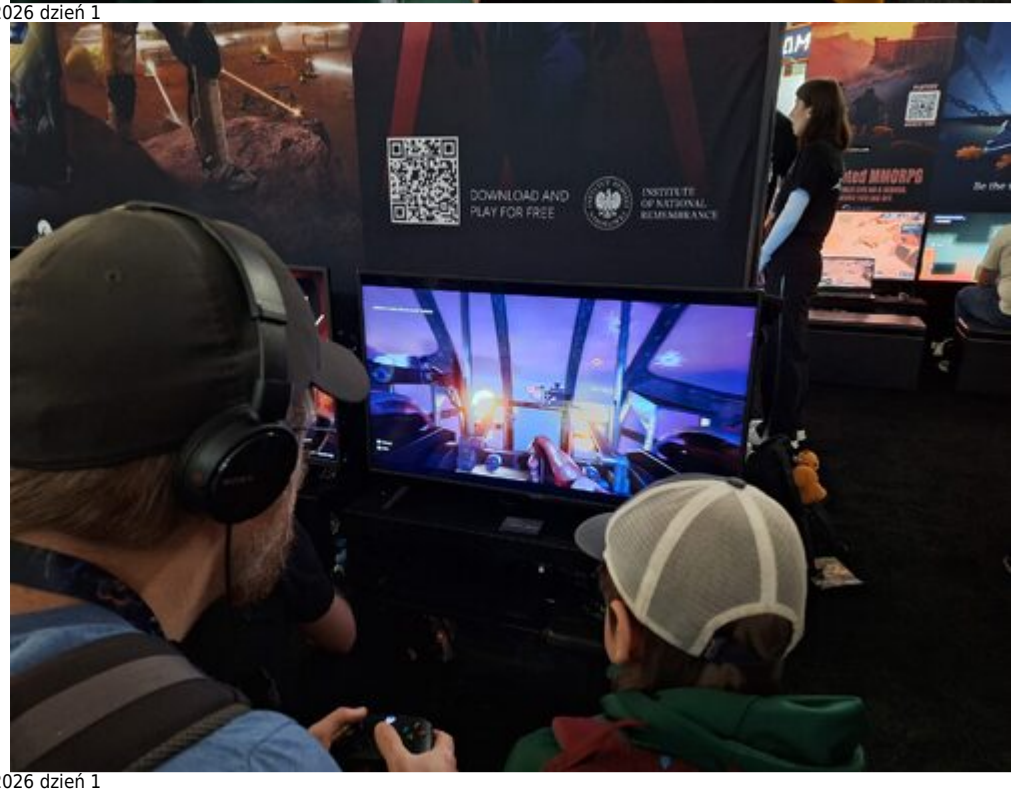

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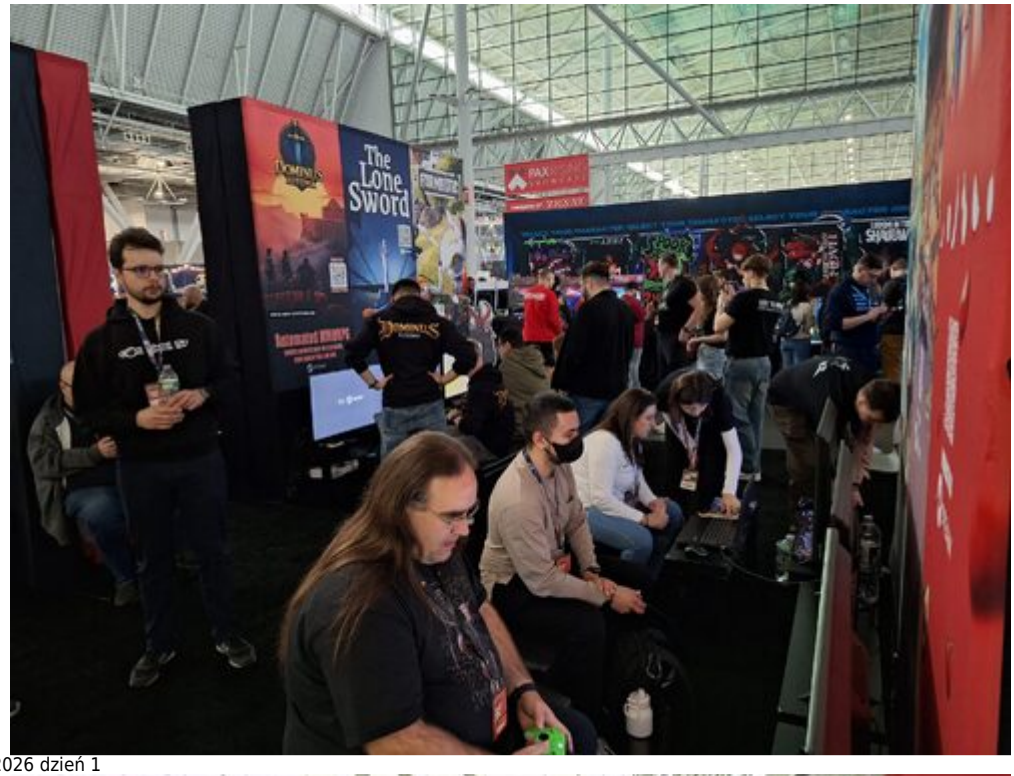

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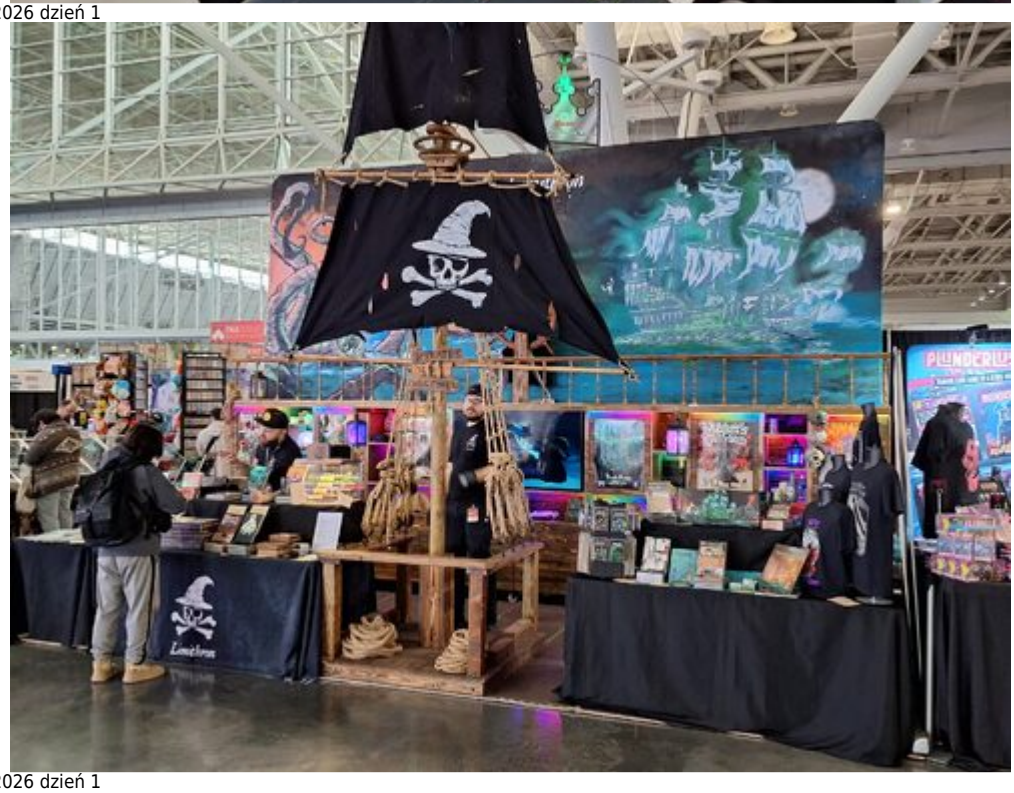

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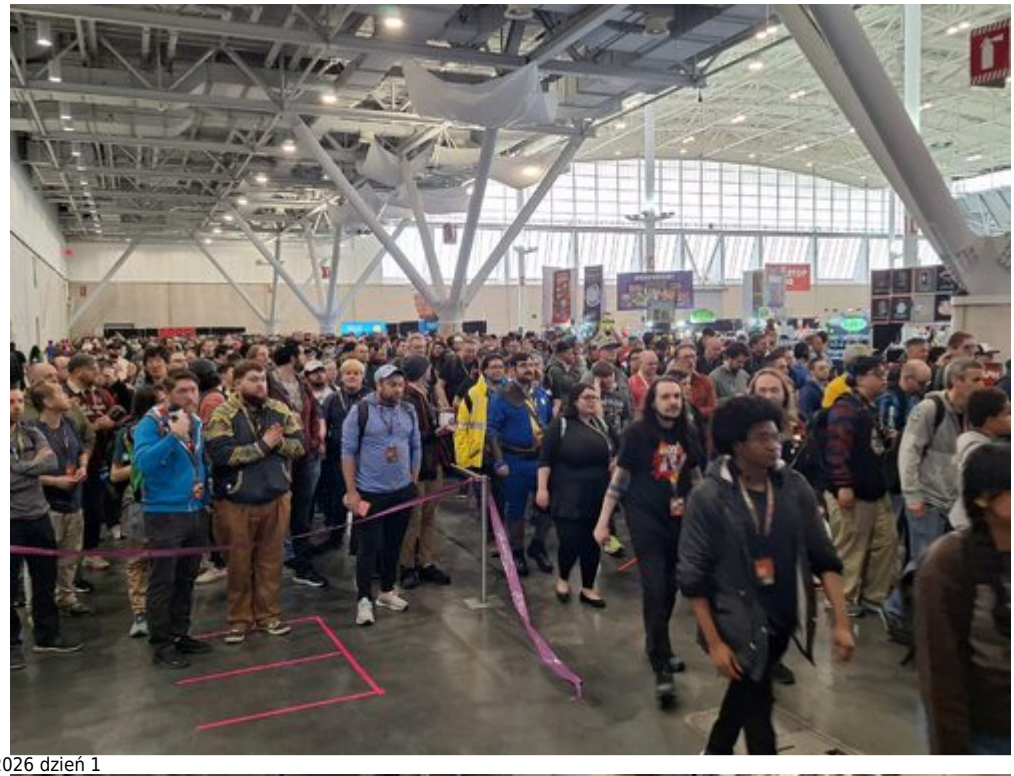

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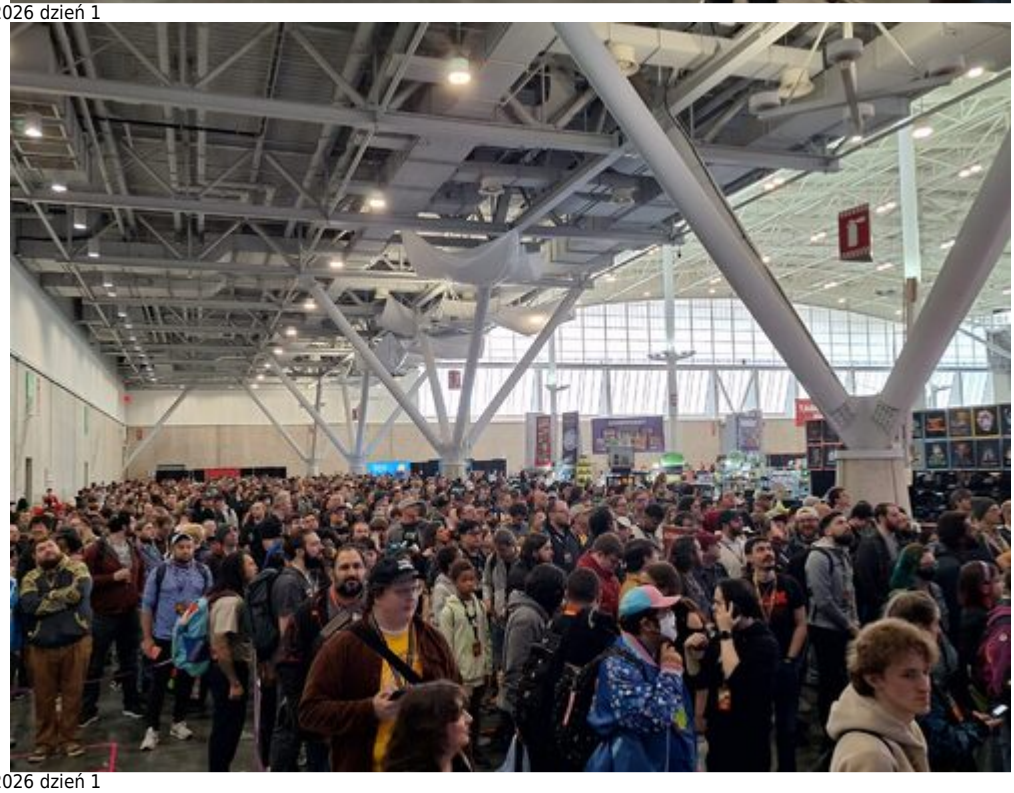

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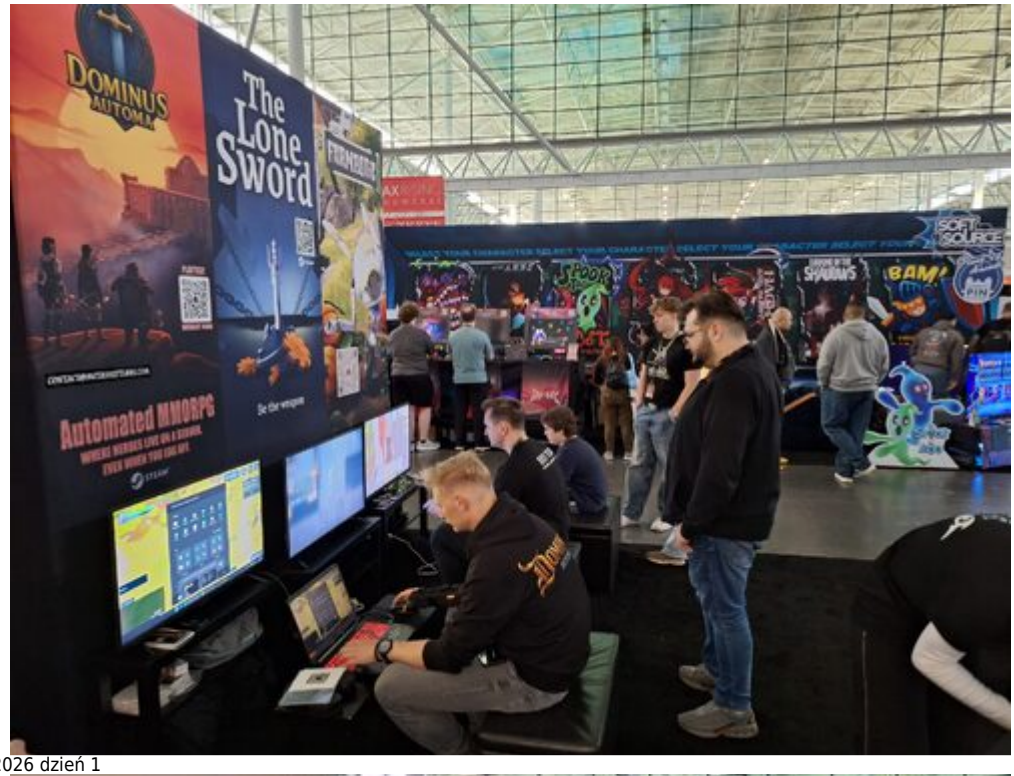

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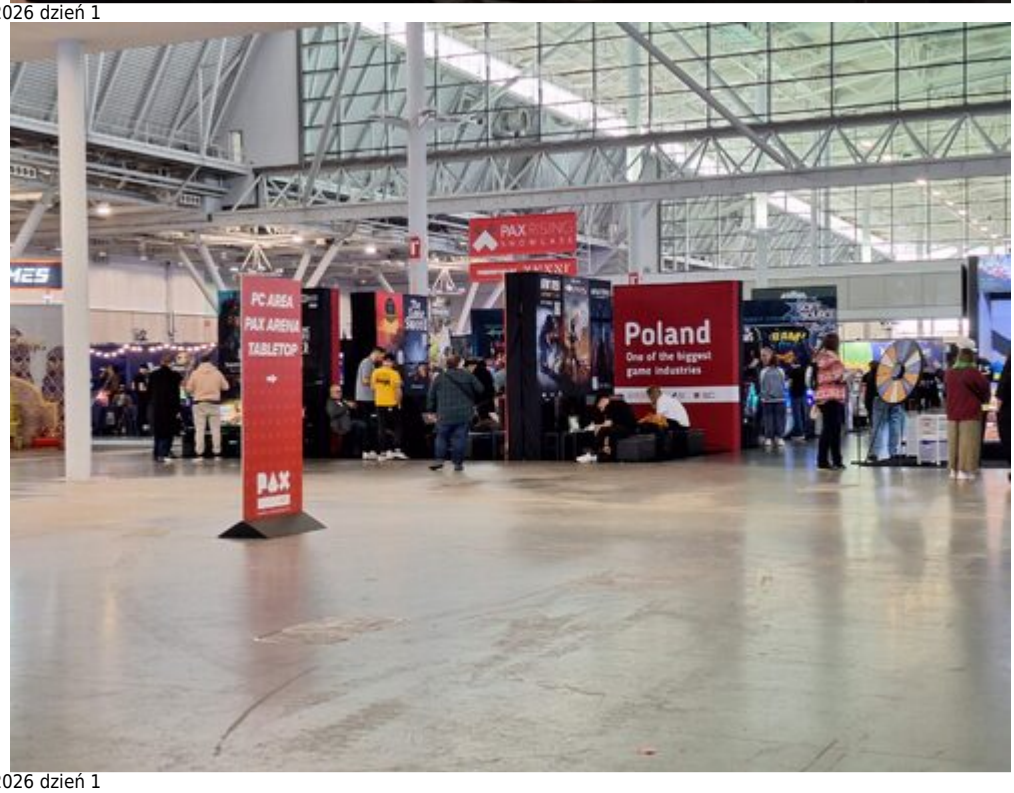

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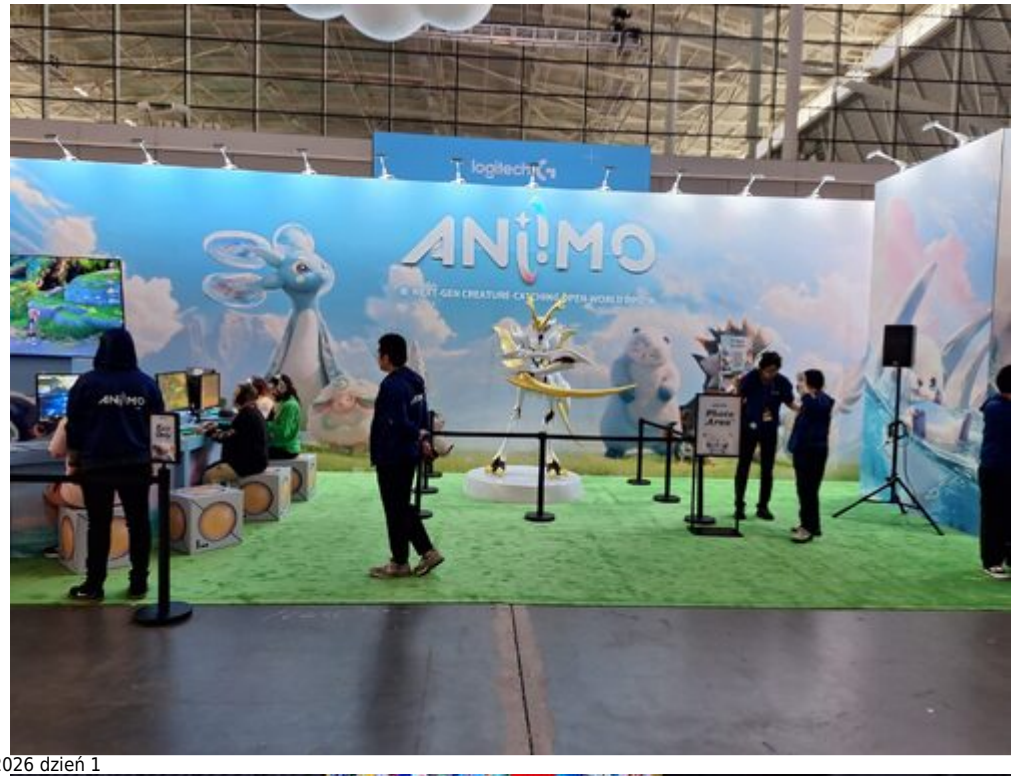

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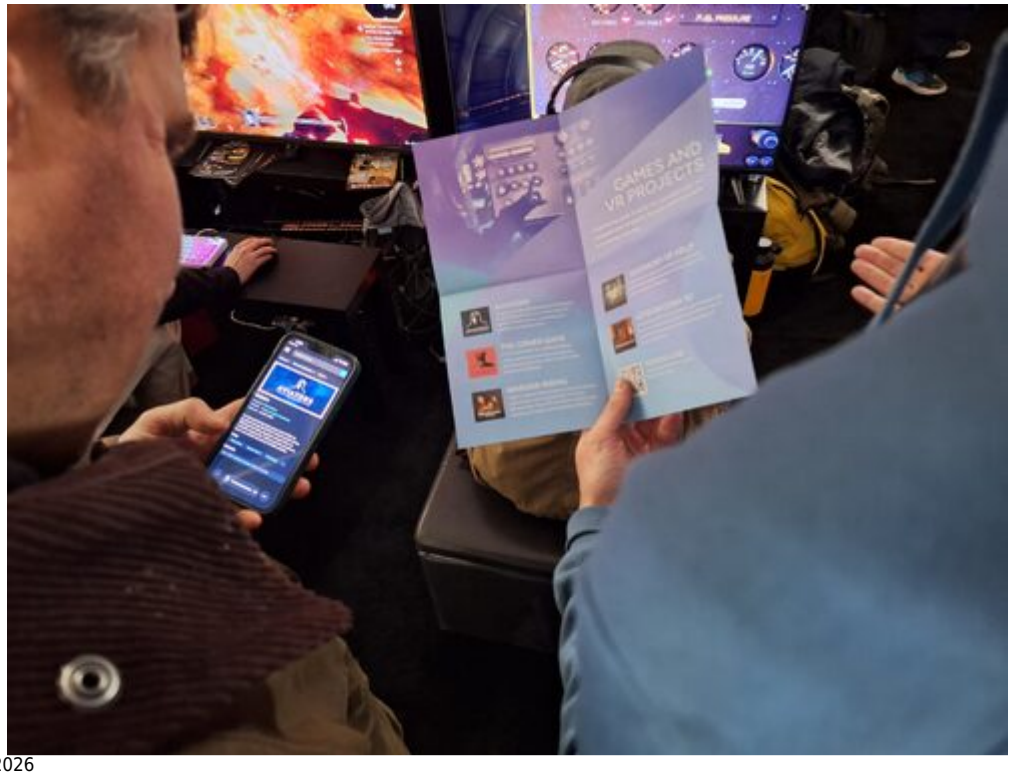

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