New Technology Division

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The 7th Racibórz Gaming Festival with the participation of the IPN’s The New Technology Division

Last weekend, Racibórz became a true hub of excitement for the entire Silesia region, bringing together enthusiasts of video games, new technologies, and esports competition. This year’s event attracted passionate gamers, hobbyists, and entire families eager to experience what the modern world of digital entertainment looks like.

A gaming festival, family picnic, and educational weekend all in one

The festival was divided into zones of various character. The tournament area delivered thrilling esports excitement for the audience, with fierce duels, unexpected twists, and spectacular gameplay. Right next door, visitors competed in laser paintball battles, while children enjoyed attractions in a dedicated play zone. There were also Free To Play areas, a retro gaming zone, and board game spaces.

However, the Racibórz festival is about much more than just gaming. The program was enriched with lectures on the development of the gaming industry, technology workshops, and first aid training sessions. Participants had the opportunity to learn more about game design, the work of streamers, and the development of modern esports. There were also prize competitions, attractions prepared for the youngest visitors, and colorful cosplay costumes.

The IPN New Technology Zone – education, gaming, and VR

It is precisely the educational dimension of the event that increasingly distinguishes the Racibórz festival from similar events in the region. In the IPN New Technology Zone, younger visitors were especially eager to try the educational adventure game “Aviators – War in the Skies.”

The most popular stage of the game during the festival was “Baptism of Fire.” In this mission, players take on the role of Jadwiga Piłsudska, engaging in combat with Messerschmitt Bf 109 fighter aircraft while learning about the construction and purpose of the Handley Page Halifax Mk III bomber.

Older visitors to the zone showed great interest in the latest research report published by the IPN’s The New Technology Division, entitled “Immersive Historical Education – Where We Are and What Lies Ahead.” The report presents research findings on the use of digital technologies in education, discusses ways of addressing young people’s needs regarding the use of technology in learning, and highlights issues related to the generational gap and digital poverty.

Among the visitors were also teachers, who were particularly eager to discuss the digital competencies of older generations, learning supported by AI, and the use of technology during classroom lessons. At this point, we would like to extend our sincere thanks to all teachers and parents who visited our zone and engaged so enthusiastically in conversations about the future of digital education.

The Racibórz weekend is behind us

The seventh edition ended on a high note and has already sparked excitement for next year’s event. Thank you for all the conversations, questions, and valuable insights. It is thanks to meetings like these that the Racibórz Gaming Festival is becoming not only a celebration of gaming, but also an important space for educational inspiration and for building digital awareness.



Raciborski Festiwal Gamingowy 2026



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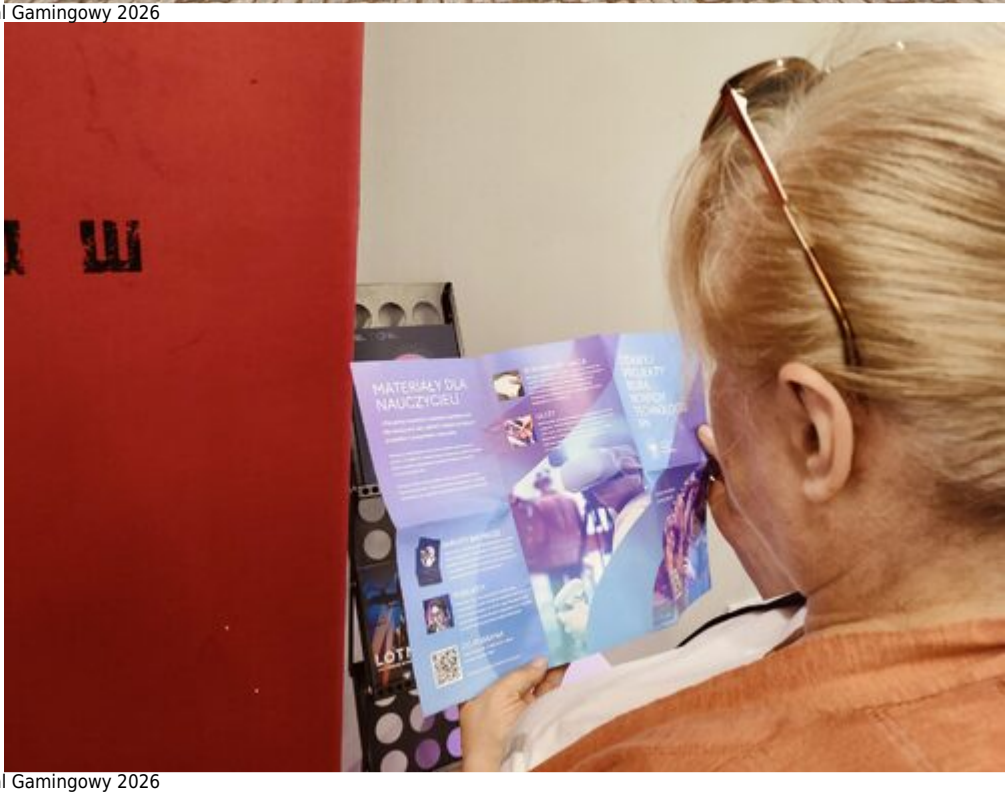

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