#IPNYouth in Lublin Featuring Mobile Educational Chests

The main objective of the #IPNYouth project is to engage young people with the history of 20th-century Poland. On June 1, a variety of historical workshops and demonstrations took place in several locations throughout the premises of the Lublin Branch of the Institute of National Remembrance (IPN), including activities featuring mobile educational crates equipped with immersive historical learning experiences.

5th Edition of the #IPNYouth Project

For the fifth time, the Lublin Branch of the IPN celebrated Children's Day with an event designed to introduce participants to the history of Poland. This is achieved through modern educational methods that combine technology, interactivity, and hands-on learning experiences.The program included theatrical performances, history workshops, historical reenactment presentations, film screenings, as well as educational games and applications developed by the IPN’s New Technologies Office.

Mobile Chests with Immersive Historical Education at the #IPNYouth Event

More than 200 participants took part in the educational adventure game "Aviators", making it the most popular title in the portfolio of the New Technology Division. The second most frequently selected educational project was "Ciphers Game".This was yet another occasion on which the mobile educational crates were featured at a #IPNYouth event. We are pleased to see that the growing interest in the projects created by the New Technology Division continues to lead to new educational activities based on games and interactive applications.It is worth noting that all games and applications developed by the New Technology Division are available free of charge on the Steam platform. They can be explored not only during events organized or attended by the Institute of National Remembrance, but also at home or in schools.

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