Pyrkon with the New Technology Division – The Educational Side of Gaming

For the first time, we have the pleasure of taking part in Pyrkon, one of Europe's largest pop culture festivals. We are only one day into this three-day event, so you can still meet us in Hall 6C. We invite you to visit the Indie Games Poland booth, where we are presenting our educational gaming project, "Aviators".

What Is Pyrkon?

Pyrkon is the largest pop culture event in Poland, attracting thousands of visitors to Poznań each year who are interested in literature, games, films, and other forms of culture. Held at the Poznań International Fair grounds, the festival offers a diverse programme featuring lectures, panel discussions, workshops, concerts, and meetings with authors, artists, and experts.

The festival spans three days, during which primarily young people, but also entire families, can take part in meetings with authors of books, games, and comic books, as well as influencers and actors. It is a place where attendees can expand their knowledge of pop culture—and, starting this year, of Polish history as well—while meeting people who share their interests and passions.

The Indie Games Poland Booth Makes Its Pyrkon Debut

This year's edition of the festival was particularly significant for the independent game development community, as it marked the first appearance of Indie Games Poland at Pyrkon. Debuting at one of the country's largest events dedicated to popular culture provided an excellent opportunity to showcase Polish game development studios to a broad audience.

The presence of Indie Games Poland at Pyrkon represents an important step toward promoting the domestic gaming industry and strengthening connections between developers and the gaming community. We are delighted to be part of this pioneering initiative and to help open new paths at Pyrkon as well.

Immersive Historical Education Arrives at Pyrkon

The participation of the New Technology Division created a space for dialogue between the worlds of popular culture, education, and modern technology, highlighting the potential of innovative methods for communicating historical knowledge. It clearly demonstrates that events dedicated to pop culture, fantasy, and gaming can also serve as effective platforms for presenting educational projects and fostering interest in modern approaches to learning.

We would like to extend our sincere thanks to all Pyrkon attendees for visiting our booth in such great numbers, for the inspiring conversations, and for the exceptionally warm welcome. Thank you for sharing the first day of the festival with us, and we look forward to seeing you again during the remaining days of the event!