Pyrkon 2026 with the New Technology Division

From 19–21 June 2026, the 23rd edition of the Pyrkon Fantasy Festival took place at the Poznań International Fairgrounds. This year's event attracted more than 62,000 fans of literature, gaming, science, film, comics, and cosplay. This year, we were there as well.

The Debut of Immersive Historical Education at Pyrkon

Among the exhibitors were numerous organizations associated with modern technologies and the Polish game development industry. One of the key highlights of the Gaming Zone was the presence of the Indie Games Polska Foundation, which appeared at Pyrkon with its own booth for the very first time. The organization showcased a wide range of games created by Polish studios, giving attendees the opportunity to try out new titles and meet developers and publishers. Visitors could ask questions about the game development process and gain insight into the inner workings of Poland's independent gaming industry.

We were also present as part of the Indie Games Polska booth. There, we showcased our educational adventure game *Aviators* and discussed other projects from our portfolio. We are especially pleased by the strong interest in our solutions at the intersection of education, gaming, and science. Through numerous conversations and presentations, we were able to demonstrate how modern technologies support the development of future-ready skills. Visitors not only had the opportunity to learn about our projects but also to discuss emerging technological trends and their impact on everyday life.

The IPN New Technology Division at Pyrkon for the First Time

The presence of the IPN New Technology Division demonstrated that today's Pyrkon is not only a celebration of pop culture and fantasy but also a platform for showcasing innovation and creative projects designed to teach history. For the first time in the festival's history, we presented modern educational solutions that we have been successfully promoting around the world.

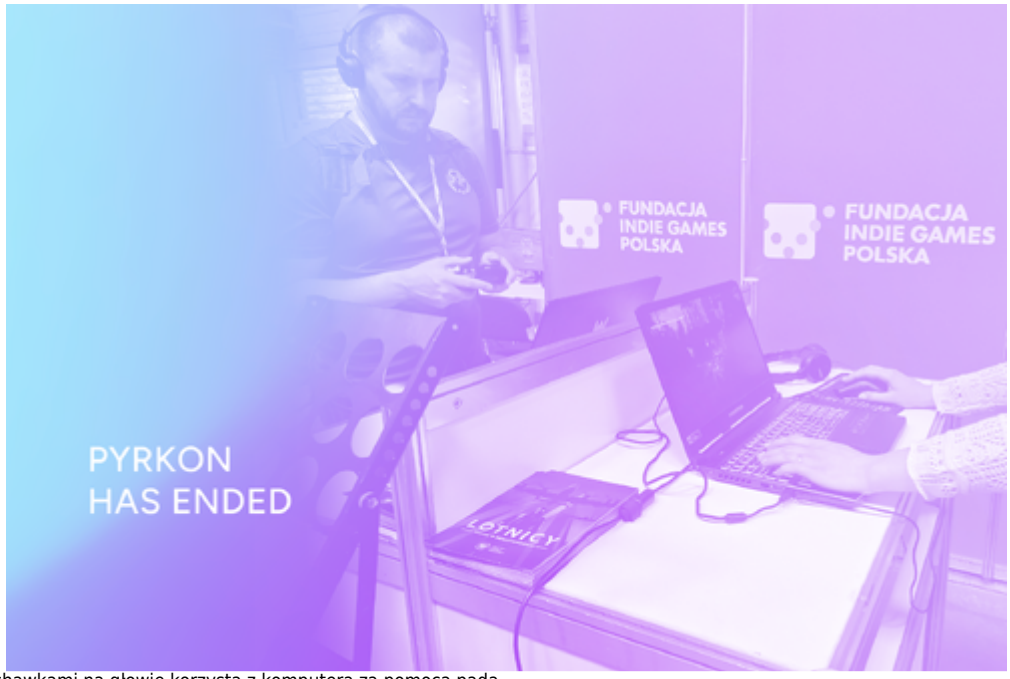
During the festival, we received an exceptionally warm welcome. The large number of visitors to our booth, inspiring conversations, and genuine interest in the solutions we presented highlighted the importance of creating a space where technology, education, and pop culture intersect. From our youngest visitors and entire families to established influencers, we would like to thank everyone who stopped by, even for a brief conversation. We believe that the topics discussed and the exchange of experiences during these meetings will inspire further exploration of the opportunities offered by immersive historical education. May the knowledge, inspiration, and insights gained from these conversations stay with us long after the festival has ended.

Pyrkon 2026 Comes to a Close

The organizers prepared an impressive array of attractions. Across fifteen exhibition halls, participants could choose from more than two thousand program events, ranging from lectures and discussion panels to workshops, RPG sessions, concerts, competitions, and meetings with renowned guests. Among those invited were astronaut Dr. Sławosz Uznański-Wiśniewski, actor Giancarlo Esposito, and scientist Professor Andrzej Dragan. This clearly underscored the fact that Pyrkon is not only about fantasy but also about science.

As always, the cosplay zone attracted enormous crowds. Colorful costumes inspired by characters from games, films, and comics filled the exhibition halls. The exceptionally high quality of the costumes once again proved that the Polish cosplay scene is among the most vibrant and creative in the world.

We would like to sincerely thank all festival participants for their interest and for the inspiring conversations at our booth. We look forward to seeing you at future events and at the next edition of Pyrkon!



Mężczyzna ze słuchawkami na głowie korzysta z komputera za pomocą pada.



Trzech chłopców przygląda się grze na laptopie. Po drugiej stronie gra mężczyzna.



Obok napisu Fundacja Indie Games Polska stoi mężczyzna i obserwuje grę na laptopie.



Chłopiec ze słuchawkami gra w grę na laptopie.



Mężczyzna znany jako "Wagon" w koszulce z napisem "Gothic" gra w grę na laptopie. Obok niego stoi mężczyzna, który uśmiecha się do kamery.


Dziewczyna gra w grę na laptopie. Zaraz za nią stoi mężczyzna i obserwuje jej poczynania.

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