An Exhibition on the History of the Polish Video Game Industry at Central History Point

From the earliest productions to the global successes of today's gaming industry – what was the journey of Polish game developers? The exhibition "Join the Game: 40 Years of Polish Games" answers this question by presenting four decades of growth in one of Poland's most dynamic creative industries.

Discover the History of the Polish Video Game Industry

The exhibition takes visitors on a journey through the history of Polish video games, from the first locally developed titles to contemporary productions. Designed as an interactive experience, it combines modern technology with the story of the people who have spent decades building the international reputation of Poland's game development industry.

Visitors can explore eight gaming stations featuring titles created by Polish developers, a large-scale map highlighting real-world Polish locations featured in video games, and a documentary film tracing the history of the industry. The exhibition also showcases original artifacts documenting the evolution of the Polish gaming market—from boxed editions and promotional materials to memorabilia connected with the history of game development studios.

All of the featured games are fully playable. Visitors are encouraged to take a seat at one of the gaming stations and experience firsthand how technology, game design, and creative approaches have evolved over the past four decades.

Exhibition Opening

The exhibition was officially opened by Adrianna Paradowska and Aleksandra Szymańska, Director of the Centre for the Development of Creative Industries.

In her opening remarks, Director Paradowska emphasized that integrating video games into history education is far more than an attractive teaching aid—it is a valuable tool for developing knowledge, competencies, and student motivation. She also noted that, for educators, video games offer an opportunity to develop digital competencies while gaining a better understanding of the interests, language, and cultural experiences of today's younger generations.

Director Szymańska added that the Institute of National Remembrance's New Technologies Zone is an ideal venue for highlighting the educational value of video games. She stressed that the exhibition creates a bridge between academia, cultural institutions, the education sector, and representatives of the game development industry, fostering dialogue and collaboration around the educational potential of interactive media.

Following the opening ceremony, guests were invited to the New Technologies Zone, where the exhibition is located. Visitors had the opportunity to explore gaming memorabilia and collectors' items, as well as technological solutions used in contemporary education.

Designed for Visitors of All Ages

The exhibition is intended both for video game enthusiasts and for anyone interested in the history of digital culture in Poland. It also offers an engaging experience for families, educators, and visitors who wish to better understand how video games have become an important part of contemporary culture and one of Poland's most recognizable creative exports.

The goal of "Join the Game" is to promote the Polish video game industry as an important element of the nation's cultural heritage. Today, the achievements of Polish game developers represent not only commercial success but also innovation, creativity, and entrepreneurship. Promoting reliable knowledge about the history of the Polish gaming industry helps build technological awareness, challenges outdated stereotypes, and encourages dialogue between generations.

Open from July to September – Free Admission

The exhibition runs until 21 September. Admission to Join the Game: 40 Years of Polish Games is free of charge and open to all visitors.

We invite you to visit the New Technologies Zone at Central History Point, located at 107 Marszałkowska Street, Warsaw.



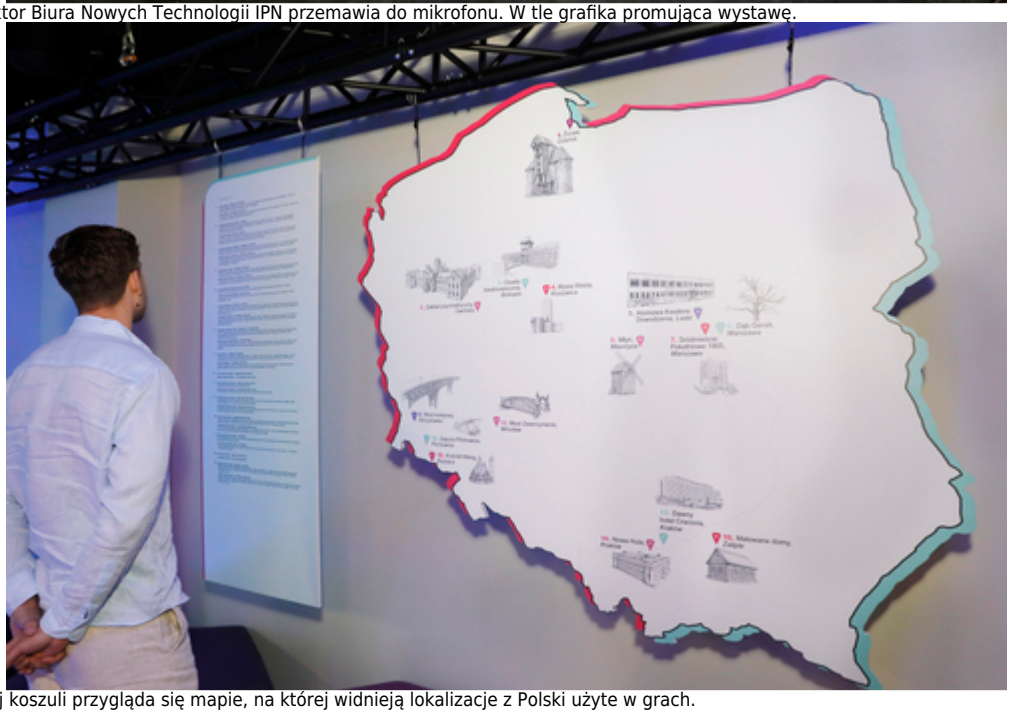
kobieta gra na komputerze. Trzyma ręce na twarzy w geście zamyślenia.



Kobieta gra na komputerze. Jej ręce spoczywają na myszce i klawiaturze.



Zastępczyni dyrektor Biura Nowych Technologii IPN przemawia do mikrofonu. W tle grafika promująca wystawę.


Mężczyzna z białej koszuli przygląda się mapie, na której widnieją lokalizacje z Polski użyte w grach.



Kobieta przygląda się ekspozycji kolekcjonerskiej, która obfituje w gadżety gamingowe, figurki i inne przedmioty. Całość rozświetlona jest kolorowymi światłami LED.



Trójka widzów dyskutuje na temat gier przyglądając się ekspozycji kolekcjonerskiej.

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