New Technology Division

What is the Mobile Future History Stop?

The Mobile Future History Stop is an interactive exhibition space equipped with computer workstations and virtual reality (VR) stations. The games and applications presented there are designed to deepen historical knowledge, foster civic engagement and develop emotional awareness. It offers a unique opportunity to explore a wide range of games and applications developed by the New Technology Division of the Institute of National Remembrance (IPN).

The project is designed for visitors of all ages – children, young people and adults alike. The educational projects developed by the New Technology Division of the Institute of National Remembrance combine entertainment with education, foster civic engagement, broaden historical awareness and, most importantly, teach history in an accessible, modern and effective way.

To date, two editions of the project have taken place, in 2022 and 2024.

See the first edition of the project



Dyrektor BNT, Magdalena Hajduk, przemawia podczas wydarzenia.



Uczestnicy wchodzą do przestrzeni Przystanku.



Prezes IPN, dr Karol Nawrocki, wita przybyłych gości.



Uczestnicy grają w Grę Szyfrów.

[Read more about the first edition]

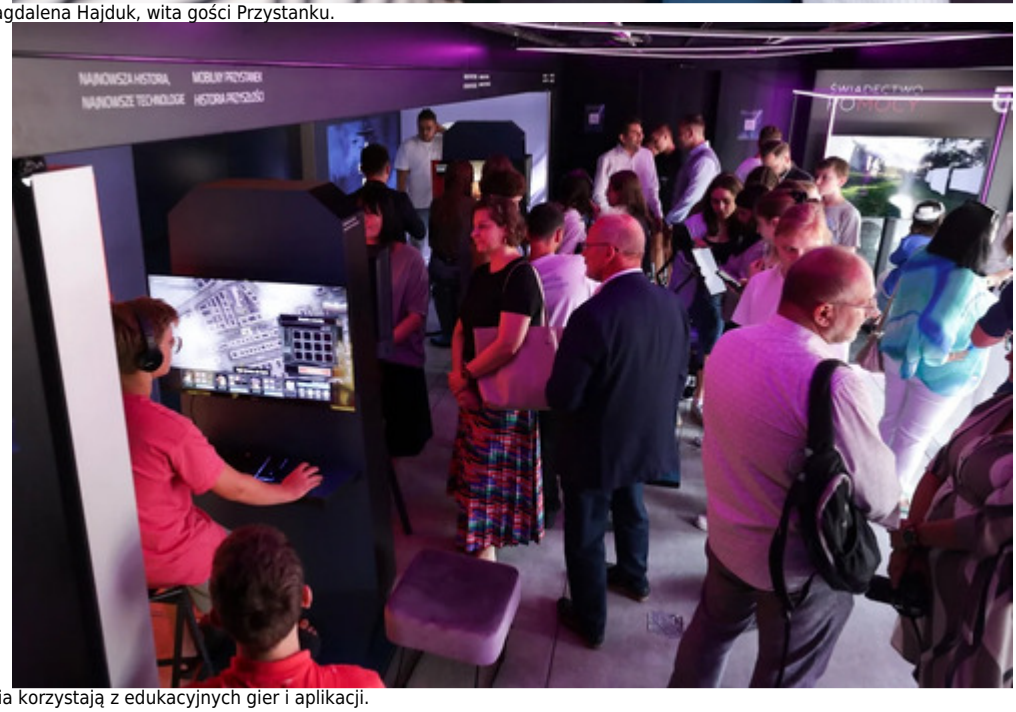
See the second edition



dr Karol Nawrocki, Prezes Instytutu Pamięci Narodowej, przemawia podczas wydarzenia.



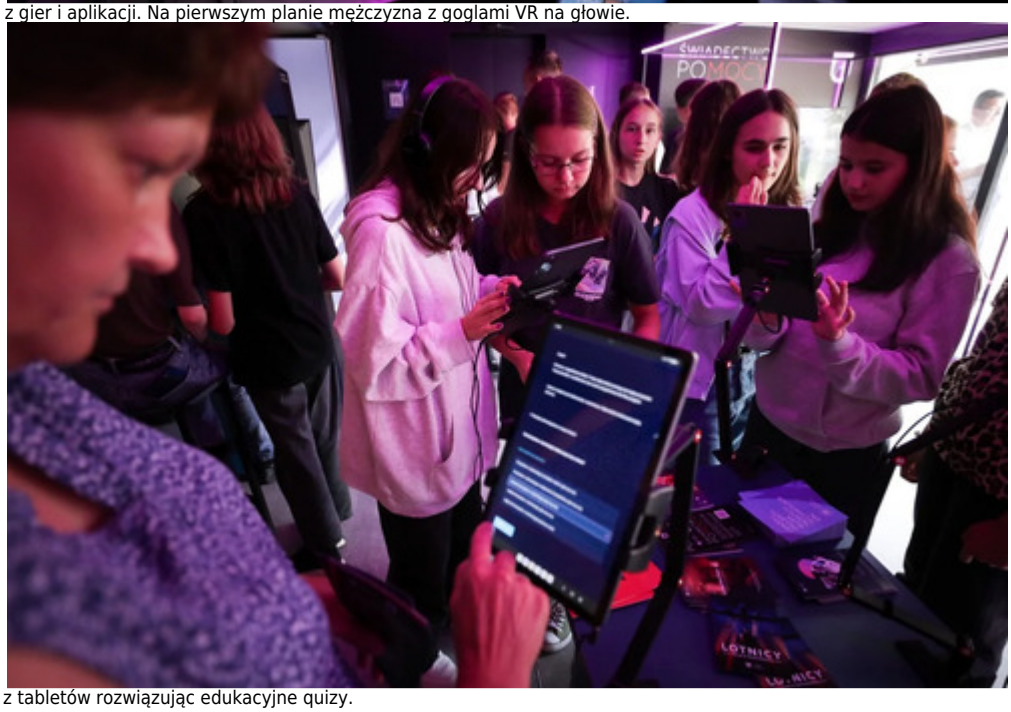
Dyrektor BNT, Magdalena Hajduk, wita gości Przystanku.



Goście wydarzenia korzystają z edukacyjnych gier i aplikacji.



Młodzież korzysta z gier i aplikacji. Na pierwszym planie mężczyzna z goglami VR na głowie.



Goście korzystają z tabletów rozwiązując edukacyjne quizy.



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Widok na kontener Mobilnego Przystanku.



Dziewczyna gra w Grę Szyfrów.

Read more about the second edition

On 3 September 2024, the Mobile Future History Stop set off on another nationwide tour. This time, it visited 10 cities across Poland, spending as many as three days in each location. Admission was free. Find out what the tour looked like.

The Mobile Future History Stop 2024 tour

1. Stalowa Wola, 9 1 Sierpnia Street, square in front of the Municipal Cultural Centre (MDK)
2. Krosno, 29 Bursaki Street, car park in front of the Municipal Sports and Recreation Centre (MOSiR)
3. Myślenice, Market Square
4. Pińczów, 42 Republiki Pińczowskiej Street
5. Włoszczowa, 40 Koniecpolska Street, car park at the Stanisław Czarniecki Secondary School Complex No. 2
6. Wieluń, 2 Kazimierza Wielkiego Square, area in front of the Municipal Office
7. Kalisz, 1 Wojciech Bogusławski Square
8. Gostyń, 10 Wrocławska Street, sports field at the General Secondary School Complex in Gostyń
9. Sława, 19 Odrodzonego Wojska Polskiego Street, Sława Cultural and Recreation Centre
10. Jelenia Góra, Cieplice Spa Park

Which games and applications could visitors try?

All the projects developed by the New Technology Division were available on site:

"Aviators – War in the Skies" – the latest educational adventure game, which premiered on 24 January this year in London at Bett London, a prestigious educational technology exhibition. The game tells the story of the achievements of Polish airmen who fought during the Second World War. Available for PC and VR.

"Cyphers Game" – a school reading recommendation and the first production by the New Technology Division. Set during the Polish-Bolshevik War, the game challenges players to break enemy codes and neutralise armoured trains. Available for PC and VR.

"Warsaw Rising" – a strategy game depicting the fate of the Warsaw insurgents. Its portrayal of Warsaw's struggle remains true to historical facts, meaning that the Uprising cannot be won. The game offers an opportunity to explore history, develop values and foster civic engagement. Available for PC.

"Szybowcowa '87" – a VR application that takes visitors back to a communist-era apartment in Wrocław, where

underground publications were printed. Faithfully recreated down to the smallest detail, the apartment is also fully interactive. Visitors can print additional copies of underground publications or listen in on conversations between Security Service (SB) officers over the radio.

"Testimony of HELP" – a short film available in VR, telling the story of the Ulma family, who sheltered Jews during the Second World War. Following a denunciation, the entire family, together with the Jews they were hiding, was executed. The story is told from the perspective of six-year-old Basia. It is a deeply moving account.

In addition, visitors could use tablets featuring educational podcasts and quizzes based on the New Technology Division's projects. Teaching resources were also available for teachers and educators, providing inspiration for preparing unique history lessons.