

New Technology Division at the Poznań Game Arena fair

Between 6 and 8 October, the IPN's New Technology Division once again presented its latest projects during the Poznań Game Arena – the largest and most important computer games and multimedia entertainment fair in Central and Eastern Europe.

During the event, visitors to the IPN's New Technology Zone had the opportunity to learn about the latest project, "[Testimony of help](#)" – an immersive etude presenting the fate of the Ulma family; try to survive the Warsaw Uprising in the game "[Warsaw Rising](#)"; crack codes in the popular "[Cyphers Game](#)", and visit an apartment from the Polish People's Republic in the "[Szybowcowa '87](#)" VR application. Additional attractions in the zone included holograms of Digital Heroes and podcasts about immersive education. There were also educational quizzes.

The presence of the IPN's New Technology Division at this year's edition of Poznań Game Arena (PGA) was undoubtedly a great success. The projects presented by the New Technology Division attracted the attention of numerous visitors, gaining positive reviews and opinions. It was not only a great opportunity to popularise Polish history, but also proof that an innovative approach to historical education fits perfectly into the atmosphere of large, international gaming events.