

The preview week of the game “Aviators – War in the Skies” is over

From December 11 to 15, Warsaw’s Babice airport was filled with excitement, passion and gaming thanks to the many young people who attended the preview of the New Technology Division’s proprietary game “Aviators – War in the Skies”. The demonstration, which took place on December 12, was attended by President of the Institute of National Remembrance, Karol Nawrocki, PhD. The meeting on the same day was accompanied by a concert of music composed for the game by Przemysław Treszczotka.

The preview week of “Aviators” at Warsaw’s Babice airport with the participation of IPN President – Karol Nawrocki, PhD.

On December 12, IPN President, Karol Nawrocki, PhD, attended the preview of the gaming project “Aviators”. At the press conference, the IPN President emphasized the educational value of the game and the need to spread awareness of the hardships of fighting the evil faced by Polish soldiers, including Polish airmen serving in air force formations:

“You will see this result of a great will to fight against the regime of evil and great determination in the unique gaming project of the New Technology Division of the Institute of National Remembrance, which will feature exceptionally brave Polish women from the Air Transport Auxiliary such as Anna Leska and Jadwiga Piłsudska, in addition to exceptional figures and aces of aviation such as Stanislaw Skalski or Jan Zumbach”.

- [Read full coverage of the press conference by President Karol Nawrocki, PhD](#)

The press conference by President Karol Nawrocki, PhD, was followed by a concert featuring music composed by Przemysław Treszczotka especially for “Aviators”. The composer personally took part in the concert by sitting in the ranks of the orchestra. [If he played an instrument, it is worth mentioning on which one].

Schoolchildren at the preview week of “Aviators”

From Monday to Friday, schoolchildren who signed up for the preview of “Aviators” had the opportunity to play the latest gaming project of the New Technology Division and express their opinions on the gameplay. Thus, the audience, which is the main target group of the game, actively participated in the process of finalizing the whole project, and their praise and comments influenced the final result of the product prepared with care to meet the highest standards and expectations.

Magdalena Hajduk, Director of the New Technology Division, emphasized this fact, while addressing the young audience:

“During the immersive history lesson you have a chance to get acquainted with the project and, most importantly, express your opinion on the mechanics and features introduced in the game. Your opinion is especially important to us, as it will be taken into account in the process of developing the final version of the game for release”.

One game, five days and nearly two thousand testers – the preview week of “Aviators” in numbers

For five days, nearly 2,000 young people played “Aviators”. Players tested all the possibilities offered by the game; explored locations and extended their knowledge thanks to the diary module implemented in the production. “Aviators” is not only fun, but it is also a source of historical knowledge. The diaries – in the form of character notes – are located on each of the six levels of the

game. Finding these entries were quite rewarding for the young audience. The diaries contain information on authentic artifacts, historical sites, events and biographies of legendary heroes. They demonstrate the context of events and embed players in the wartime reality of the “Aviators”.

The production will be available in two versions – for Windows computers and a VR version. Both variants were presented during the preview week, and young people eagerly occupied booths with both desktop computers and virtual reality equipment.

After playing “Aviators” and comparing the two versions of the game, testers filled out surveys, in which they could give their opinions on every aspect of the game. According to the surveys, the difficulty level of the production is high enough and challenging, but at the same time even less advanced players can overcome each arcade stage. The logic puzzles are not easy, but the hints are clear and understandable. The surveys also show that players like to watch movie interludes before missions.

- [Read more about “Aviators – War in the Skies”](#)

Other attractions

The New Technology Division prepared even more attractions that made it easier for guests to enter the world of the Polish Air Force during World War II.

The Bofors 40 mm anti-aircraft gun was very popular. The whole gun weighs 2,460 kg and its vertical range is as much as 7,200 m. The cannon’s crew numbered three. The exhibit, which could be seen in the hangar during the preview, was the second most popular attraction, right after “Aviators”.

In addition, there were reenactors’ stands, where visitors could see parts of gear and individual equipment of ATA female pilots, an original 1944 British Philips all-military bicycle, airfield checkpoint equipment (optical, communication and light communication equipment) and an original 1938 Hillman Minx vehicle.

The hangar also included a space prepared for shooting a commemorative 360-degree video. The young audience was eager to take this opportunity.

[“Aviators – War in the Skies” free download on Steam starting January 24.](#)

The New Technology Division’s proprietary game “Aviators – War in the Skies” will premiere on January 24 at the BETT London educational fair. The production will be made available for free download on Steam.

- [See “Aviators” on Steam](#)
- [See “Aviators VR” on Steam](#)