

Mobile Boxes and Mateusz Masternak – a presentation of games and multimedia applications at the Brzostek Top Team Club in Gdańsk

On 16 March, a presentation of the “Mobile boxes designed for immersive history education” project, created by the New Technology Division of the Institute of National Remembrance, took place at the headquarters of the Brzostek Top Team boxing club at 1 Elektryków Street in Gdańsk.

The event was attended by: Director of the IPN’s New Technology Division, Magdalena Hajduk, Director of the IPN’s Office of Human Resources, Mateusz Kotecki, Director of the IPN’s Gdańsk Branch, Marek Szymaniak, PhD, and an outstanding boxer, Mateusz Masternak.

The guests were welcomed by Lucyna Mach, manager of the Brzostek Top Team boxing club, followed by Marek Szymaniak, PhD, who expressed the organisers’ expectation: “that we should understand, through new technologies, the significance of the past for the present and future. I’m talking about events in history that shape our identity”.

Mateusz Masternak, a well-known boxer, also spoke to the assembled young people, presenting the history of World War II to the audience using the example of his own grandfather’s experiences.

The presentation of the New Technology Division project was part of a series of activities undertaken by the Brzostek Top Team Association as part of historical education. These various initiatives underscore the club’s commitment to expanding historical and cultural knowledge, while promoting physical activity and social integration.

During the event, the youth gathered at the Club were able to learn about the following projects:

“Cyphers Game”, about which you can read on the website - IPN’s first gaming project, transporting players to the reality of the Polish-Soviet War. Players can learn about the actions of characters such as Jan Kowalewski. The project is available for PC and VR.

“Aviators – War in the Skies” – IPN’s latest gaming project, telling the fate of Polish aviators from World War II. Players can learn the stories of such figures as Jan Zumbach, Jadwiga Piłsudska and Anna Leska. The project is available for PC and VR.

“WARSAW RISING: City of Heroes” - A computer game in which participants take on the roles of troops participating in the Warsaw Uprising.

“Świadectwo poMOCY” – an immersive film etude using virtual reality technology, showing the fate of the Ulma family from Markowa, murdered by the Germans for helping Jews.

“Szybowcowa ‘87 – An immersive experience using virtual reality technology, transporting users to the 1980s, to the clandestine printing house of the anti-communist Solidarity Fighting Party.