

Exhibition of educational games by the New Technology Division in Berlin

On October 2nd, an exhibition showcasing all the gaming projects by the New Technology Division of the Institute of National Remembrance (IPN) opened at the Berlin Computer Games Museum. The inauguration featured a speech by Adrianna Paradowska, Deputy Director of the Division, focusing on the future of history education and the educational mission of the Institute. The exhibition will run until 4.11.

Speech by Adrianna Paradowska, deputy director of the IPN New Technology Division

During the opening, Director Paradowska delivered a presentation addressing the future of history education, the educational mission of the IPN, and the strategic direction of the New Technology Division.

Her presentation emphasized the importance of engaging with the younger generation, for whom computers, the internet, and the digital world are a natural environment. Traditional educational methods are proving insufficient, creating a need to communicate with young people in modern ways, utilizing tools that allow them to explore the digital space.

The IPN's response to this phenomenon was the creation of the New Technology Division, whose mission is to establish a dialogue with the younger generation through immersive educational projects based on new technologies. The Division currently has three gaming projects in its portfolio that depict key events from Poland's recent history. The characters in these games are based on real individuals who participated in those events, with every detail carefully reconstructed from historical sources.

Exhibition of New Technology Division games at the computerspielemuseum

The Computerspielemuseum in Berlin, which first opened a permanent exhibition dedicated to digital entertainment culture in 1997, hosts numerous international exhibitions. The New Technology Division's initiative is one of the latest featured exhibitions.

During the exhibition, visitors can explore the educational games developed by the New Technology Division, including:

- **“Warsaw Rising”** – A strategic game featuring turn-based combat, portraying the fate of the Warsaw Uprising fighters. The player's goal is to survive all 63 days of the Uprising.
- **“Aviators”** – The newest educational game from the New Technology Division, combining elements of action, arcade, logic, and adventure. The diverse gameplay is interwoven with the educational aspect, telling the story of Polish aviators who participated in World War II.
- **“Cipher Game”** – The first educational project by the New Technology Division, included on the list of school reading materials. Set during the Polish-Soviet War, it highlights the little-

known achievements of Polish cryptologists. The player's task is to break Soviet ciphers and secure radio communication.

Educational and entertaining aspects of the exhibition

The exhibition blends entertainment with education to showcase the core of historical education through games. These games provide direct interaction with the past and serve as educational tools that help students better understand historical events, increase their historical awareness, and bring them closer to the realities that shaped the lives of their parents and grandparents.

Educational games are an effective communication tool for reaching young people. Gaming is a natural environment for them—a kind of time machine that allows them to immerse themselves in the historical context of the project and participate in experiential learning. This method not only entertains but also educates.

We encourage everyone to visit the exhibition and experience the effectiveness of immersive historical education.

Play New Technology Division Games for Free

All gaming projects created by the IPN New Technology Division are available for free on the Steam platform.