

Institute of National Remembrance

<https://ipn.gov.pl/en/news/10504,New-Technologies-at-the-Congress-of-National-Remembrance.html>

03.05.2024, 16:51

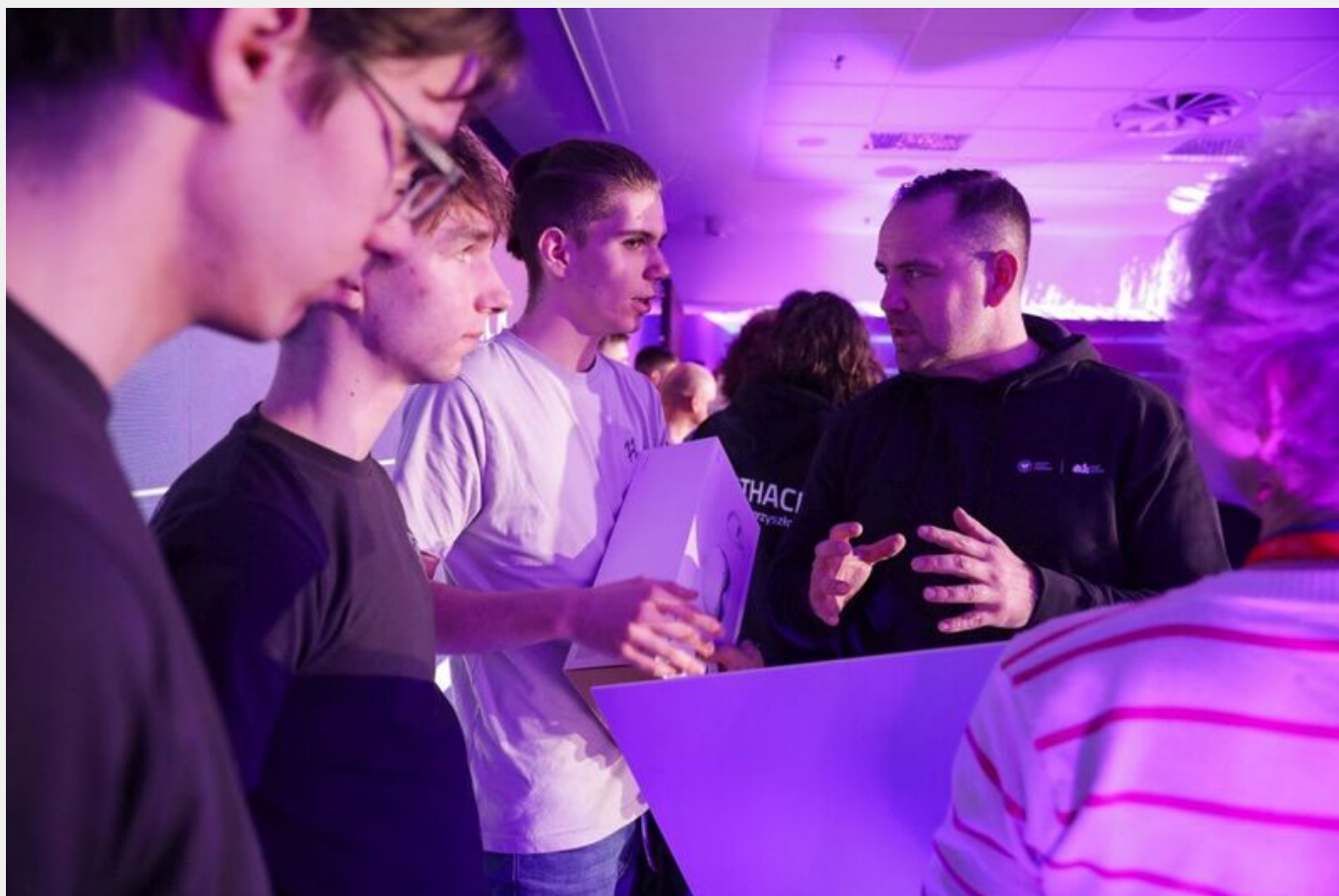
11.04.2023

New Technologies at the Congress of National Remembrance











In the New Technologies Zone our guests could try out the “Cyphers Game” - a cross-platform educational project prepared by the IPN as a short point and click game consisting of four engaging missions. The educational value of the game is most definitely also worth noting. Players can easily broaden their knowledge of the Polish-Bolshevik war and the influence of Polish cryptology on its victorious ending. Gamers not only have the opportunity to take on the role of the actual participants of the 1920 Polish-Bolshevik War, crack Bolshevik codes and activate communication devices dating back 100 years, but also to find out more about Polish history

Uncover the best kept secrets of intelligence

The time is the beginning of 1920. The Polish-Bolshevik war has been in progress for almost two years now. The stakes include not only the

shape of the newly-reborn Polish Republic but also the very independence and sovereignty of Poland. The battle for Korosteń – a critical railway junction of great importance to the Bolsheviks, providing their army with technical support and provisions – is underway. Break Bolshevik ciphers, ensure radio communication and neutralize the fearsome armored trains. Play on PC, mobile devices and VR goggles and become a hero of Polish radio intelligence.

Experience the true taste of victory

Everything you see has been created based on source materials or accurately reproduced from historical exhibits. The players' missions are documented historical events, and each of the heroes has a different task, each crucial to the outcome of the battle.

Join the groundbreaking IPN gaming project. Take part in events that decided the fate of an armed conflict dating back 100 years. Download the mobile version of the game from the App Store, Google Play or Steam!

The "Szybowcowa '87" app

With teenagers in mind, the New Technology Zone, equipped with computer stations and VR goggles will also enable users to enter a flat in a communist-era apartment building to uncover a clandestine print

shop (the "Szybowcowa '87" app). Step back in time to the 1980s and step inside an apartment in a modernistic block in Wrocław that houses a secret printing house of *Fighting Solidarity*. Discover authentic polygraphic materials transposed into the digital world based on original documents from the collections of the Institute of National Remembrance.

The title of the app *Szybowcowa '87* is a reference to a venue owned by Marek Petruszewicz, the first Polish world record holder in 100m swimming, Olympian, and silver medalist of the European Championships. *Szybowcowa 87* was the address of the premises donated to *Solidarity*. The number 87 refers to the 'crunch year' of 1987, when one of the leaders of *Fighting Solidarity*, Kornel Morawiecki, was arrested. Plunge into this virtual experience and explore the printing house.

The Institute of National Remembrance conducted HISTHACK, a programming marathon dedicated to secondary school students from all over Poland.

Young programmers competed in the **Histhack** during which they were challenged by the task of creating programs based on IPN materials under considerable time pressure.

Encode the story of the future! First hackathon of the Institute of National Remembrance. The hackathon, a programming marathon in a

competitive format, involves working in interdisciplinary teams, thus fostering the creativity of young people.

The process of preparing the report titled “Immersive historical education – towards new educational paths” made us realise how willing new generations are to be involved in the creation of new educational solutions, including those concerning the teaching of history. The first edition of HISTHACK was another step taken by the Institute of National Remembrance towards understanding the needs of young people in terms of history education that combines the real and digital worlds, and the field of education with fun. The whole event is divided into two stages.

As part of the first stage of the competition, teams proposed **a concept for a scenario for a historical-educational computer game related to the history of Poland between 1917 and 1990.** The first gaming project of the New Technologies Department of the Institute of National Remembrance, “Cyphers Game”, which was included into the curriculum as recommended content in 2022, can serve as an inspiration for participants.

Opcje strony

- [Print this page](#)
- [Generate PDF of this page](#)

- [Notify about this page](#)

- Share this article

[Share on Facebook](#)

[Share on Twitter](#)