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<https://ipn.gov.pl/en/news/9685,The-IPN-quotCyphers-Gamequot-becomes-part-of-the-Games-in-education-project-run-.html>

19.04.2024, 22:53

01.07.2022

The IPN "Cyphers Game" becomes part of the "Games in education" project run by the Polish Ministry of Education





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On 30 June 2022, the Director of the IPN's Office of New Technologies, Magdalena Hajduk, participated in a press conference with the Minister of Education, Przemysław Czarnek. It has been announced that the "Cyphers Game" will be included in the curriculum.

The game consists of three missions that describe the course of the Polish-Bolshevik war and the impact of Polish cryptology on the war's victorious end. Each player can break Bolshevik codes and destroy a Soviet armored train.

Video games are one of the key elements of modern culture. Thanks to the development of technology they can have a real impact on our lives. The Ministry of Education encourages teachers to include educational games in the learning process of the students. By incorporating games into the school's curriculum, the learning process

becomes more attractive. It improves soft skills and leads beyond the boundaries of imagination.

The "Cyphers Game" is available for free download from Steam, App Store and Play Store. The project will also be available for VR goggles and as a web-based mini game accessible via browsers.

[More about the "Cyphers Game"](#)

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