

Institute of National Remembrance

<https://ipn.gov.pl/en/news/9796,The-IPN-New-Technology-Division-is-organizing-educational-workshops-at-the-large.html>

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The IPN New Technology Division is organizing educational workshops at the largest computer games fair - GAMESCOM



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NEW
TECHNOLOGY
DIVISION



EDUCATIONAL WORKSHOPS ON

gamescom

IN COLOGNE 24.08 - 28.08.2022















Gamescom is a computer game fair that has been held for the last 10 years in Cologne, Germany.

After a two-year break caused by the global coronavirus pandemic, players and industry media now have the opportunity to meet at the exhibition halls of the Koelnmesse center. This year's edition will be held on 24-28 August 2022. The official opening of the event took place on 23 August and could be observed online as part of the Gamescom Opening Night Live.

The first day of the fair will be reserved exclusively for the press and people associated with the gaming industry, and on 25-28 August, the exhibition halls will be open for visitors. 550 companies, 70% of which are foreign companies from 27 countries, are to promote their products at the fair. In addition to the presentation of various games, additional

attractions will be provided by AMD, Funcom and ESL Gaming / Qualcomm and numerous developer agencies. In addition, the organizers ensured that during this year's edition of the fair a number of live broadcasts will be available, thanks to which players from all over the world will be able to follow the entire event without leaving their homes.

The popularity of Gamescom has been growing rapidly - in 2012 it was visited by 275,000 people from 83 countries, and in 2019 over 373,000. There are many indications that Gamescom will also be the most popular event in the electronic entertainment industry in Europe this year. In addition to foreign companies, there will also be Polish brands, including the IPN New Technology Division. The office has prepared educational workshops on the Polish-Bolshevik war. One of the teaching aids proposed for the purposes of the the project is the "Cyphers Game", which was very popular at this year's **PAX East in Boston**.

"Cyphers Game" is a gaming project prepared as a FPP (first person perspective) game, consisting of three missions. They describe the course of the Polish-Bolshevik war and the contribution of Polish cryptology to its victorious end. Each of us can break Bolshevik codes and destroy a Soviet armored train. Dozens of young people can play as the authentic figures of the soldiers from the Polish-Bolshevik war of 1920, launch complicated communication devices dating back 100 years and save Europe from communist enslavement.

The solutions used in the game were created on the basis of source

materials or were accurately reproduced from historical exhibits. Missions are documented historical events, and each hero has a different mission that is crucial to the results of the battle. This first-person 3D game with stealth elements and extensive puzzles introduces the player to the world of war that defined Europe. Its plot begins at the end of 1920, with the fight for Korosten - a key railway junction and a technical and supply base.

By the decision of the Minister of Education and Science, Przemysław Czarnek, the "Cyphers Game" will be added to the curriculum as recommended content by the end of the current calendar year. In this way, it will become part of the educational program in Polish schools.

The game can now be downloaded for free from the Steam platform (<https://bnt.ipn.gov.pl/en/projects/games/cyphers-game/>). Moreover, it is available in the Play Store and in the AppStore. The game works on VR goggles, PC with Windows and mobile devices supported by iOS and Android.

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