

The Russian Historical Society believes that computer games for young people should transfer the events of the past as accurately as possible. According to the organization, it is important to involve specialists to their creation who can check and adjust the content from the point of view of historical reliability.

Deputy Minister of Science and Higher Education and co -chairman of Rio Konstantin Mogilevsky said that this approach would make the players the right idea of historical events. He noted that we are talking about the exact reflection of reality, and not about the free interpretation of facts.

In Russia, work is already underway on projects that can be called patriotic games. Both large commercial companies and independent studios participate in their development. Developers turn to professional historians for consultations so that the content of the games corresponds to documentary sources.

According to Rio representatives, such initiatives can become an important tool for popularizing domestic history among young people, which spends more and more time in a virtual space.