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METROPOL

**Patryk Wasiak**

**Die Debatte über den erzieherischen Wert von Computerspielen und die Ideologie des technologischen Fortschritts im sozialistischen Polen**

*The Debate on the Educational Value of Computer Games and the Ideology of Technological Progress in Socialist Poland*

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**Abstract**

This essay investigates key elements of the public debate about the legitimacy of computer games in late state socialist Poland, exploring in particular how controversy over the emergence of gaming culture was contextualized in a normative approach to the role of computers in society and to the contribution to the modernization project required from all citizens. Debate over the legitimacy of using home computers for playing games, raised by this movement, was one of the key elements of public discussion regarding the desired course of computerization in a socialist state. In such a specific context playing computer games became a controversy because this was a form of pleasure that can be chosen by computer users instead of adhering to social discipline by gaining computer skills necessary to foster the common good and a technology-based modernization project.

**Über den Autor**

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