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Moja przygoda z Wielką Grą. Fragment pamiętnika

My adventure with the TV quiz “Wielka Gra” – fragments of a memoir

SUMMARY

The aim of the paper is to present the activities of a scholar engaged in educating the general public by means of a long-standing TV quiz programme.

The above goal is achieved by: (i) presenting the general framework of the general knowledge TV quiz “Wielka Gra” shown on Polish TV in the years 1984-2006, and (ii) a detailed presentation of thirty-two programmes in the series which were devoted to selected events in Polish and general history (1st-20th centuries A.D.).

The analysis of the rules of “Wielka Gra” shows that very high standards were set with regard to the participants’ knowledge and psychological resilience, but – in the case of victory – the participants were guaranteed a substantial reward, one which was high enough for them to afford a averaged-priced medium-sized car. This also meant that high standards had to be set for the scientists and scholars who acted as experts in a given field of study. A detailed illustration of the above is provided in the discussion of thirty-two selected programmes in the “Wielka Gra” series of quizzes, seventeen of which were devoted to the history of Poland, and fifteen to general history, with the particular areas of interest covering political, military, social and cultural history, and the content of the questions being restricted to information that the participants could find in books published in Polish.

The conclusions drawn from the above analysis are that the general knowledge TV quiz “Wielka Gra” broadcast on Polish TV in the years 1984-2006 made a valuable and effective contribution to the education of the general public.

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