

GOING PREHISTORIC WITH VIDEO GAME USING AI

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Using artificial intelligence (AI) and free digital tools, archaeologists from the University of Copenhagen and the University of Bergen have developed a video game and demonstrated that immersive digital content – like the ones used in museums to impart knowledge about the

ancient past – need no longer be the exclusive domain of large video games-developing companies. The researchers have created an educational dynamic 3D computer game on Stone Age using AI, the free digital tool Unreal Engine, and tutorials on YouTube, that too in a very short time using very little money. Developing immersive digital content has long been an expensive affair requiring specialized labour, besides it is very difficult to update the content if needed. The game aims to impart knowledge about the Neolithic Age and the burial monuments built back then in a dramatised universe. The researchers did it by exploring the site, and introducing two AI-driven characters – an archaeologist and a Stone Age woman. The characters interact using generative AI and even express themselves based on prompts and archaeological knowledge compiled by the researchers, with an option to speak different languages depending on the language understood by the users. This allows the researchers to constantly change the



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back stories as they bring in new knowledge to ensure the knowledge gained stands on solid academics.