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| Was there a value to the game beyond entertainment? For instance, did the game make you think about certain moral issues? |
| Not really no. I feel like there's a lot of potential for an interesting moral question about the validity and self awareness of artificial intelligence and whether they deserve to have hopes, goals, and dreams, but I don't see that quite yet in this game. |
| Nope. |
| [[ I AM UNABLE TO RUN THE GAME BECAUSE OF A DXDXCOMPILE ISSUE. THIS ISSUE EXISTS ON WINDOWS 10 WITH LATEST DIRECTX DRIVERS. I AM RUNNING THIS GAME ON ANOTHER SYSTEM ]]  Not for me; the entertainment was more than enough, though. |
| I like the idea of exploring AI and the concept of its own individuality, the idea of life and all that. |
| There was potential to discuss AI although this was not really elaborated upon. |
| I believe it tried to make me think of the idea of true Artificial Intelligence, but I didn't think that much. |
| I think the game did make me think about AI and our relationship with the robots that we create, especially when Garb was interacting with Dave. I think in that conversation the game brushed on deeper themes of what it means to be sentient/human. However, I feel like that was not the core focus of the game, and not deeply explored. |
| No, I do not think there're any value that are beyond entertainment. |
| It made me consider that these robots have a form of intelligence which isn't shared with humans and that sometimes humans can't understand these other ways of intelligence. |
| I think there is, as it brings up ideas about prejudice, and something not being good just because it did not work the way you wanted it to. |
| The game alluded to the moral debate of artificial intelligence as being "alive" and would bring forth that they agree with the fact that they are alive as "dave" the npc tells garb that he is alive. |
| No not at all actually, it might have made me look down upon the world if anything because you guys didnt have female voices for the female scientists! and why couldnt one of the lead scientists in the beginning have been female? it would have made your game felt much more close to home for me if that had been the case. |
| I found that the artwork was nice in the level world and added to the entertainment of it. |
| I'm sure if I had been able to make it further into the game, I would be able to give a better answer. However, I was unable to. Thus, I found nothing about the game that made me think beyond entertainment, except for the very basic "is AI alive" sort of narrative. |
| I think this game was a cool idea, that was fun and cute but not much over that. |
| Yes, things about Artificial Intelligence. Should we treat a failure robot(has mind) like a rubbish and disassemble it like we disassemble a machine. Or should we treat it like an real life because it has it's own mind. It's a really interesting topic that come into my mind when I was playing. |
| The game did not make me think about any particular moral issues, but I can see how the themes of rebellion and oppression can be found within Garb's plight. That being said, I believe this game is quite amazing as an entertainment game, and would be a great way to relax after a stressful day. |
| The game made me think about the inherent value of artificial intelligence, and if, one day when robots roam freely, they would be given any rights or level of moral significance. |
| I did not find a value to the game beyond entertainment. |
| Nope. |
| I think the game was trying to talk about the ramifications of AI development and robotic sentience, but there was simply too little plot/exposition to explore that theme. I did not find any part of it compelling, or at least interesting enough to get me thinking about important issues. |
| Beyond entertainment, it touched on the topic of artificial life and the concept of freedom, but it didn't particularly delve deep into any themes. It advertised itself and delivered primarily as a form of entertainment in the first place. |
| The story does contemplate the idea of personal freedom and value. GARB was rejected because he didn't fit the ideal description, maybe it's saying something about society. |
| This game did not make me think about the issues. It really didn't bring anything to the table except for entertainment. |
| There is a value beyond entertainment. For me, it has really made me think about the moral issue of waste and how we are disposing of it. In our current society, there is a lot of excess wrapping and waste in the products we purchase and should be a huge concern and something society needs to tackle to protect our environment. |
| I played the game around the same time I was immersed into Nier: Automata, so the discussions around robot/android intelligence and the ethics of dealing with these creations were lively in my mind. However, the game itself did not offer much to the discussion and it was mostly enjoyed for entertainment value. |
| No, this game is based on a positive plot. |
| No. I think that this game was developed just to entertain. |
| No. Even the main character in this game is a garbage can, and it could remind us to protect the environment by not littering to public. But I didn't see anything about it. |