

# Efficacy of Video Games as tools for Authenticity (A case of the Origin Centre)

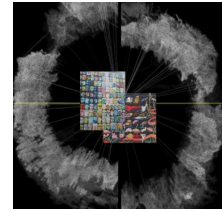
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## 1. Questions:

Question 1: To what extent was the video game able to provide an understanding of the various aspects of the Wits Origin Centre?

Question 2: Was the video game able to provide details and curiosity of Wits Origin Centre?

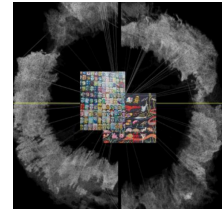
Question 3: Was the video game able to provide all the needed information about the various artefacts within the origin centre?

Question 4: Was the video game able to provide deep and insightful heritage experience and awareness?

Bonus Question 1: Knowing that some images are from the Origin Centre here in Wits, and some are from another University in Brazil - does this **international** collaboration between the faculty and students of multiple universities spark curiosity within you about projects similar to this?

Bonus Question 2: Knowing that lecturers, computer scientists, game design engineering students, and many more collaborated to make a digital art project about physics, philosophy and artificial intelligence - does this **interdisciplinary** project spark curiosity within you about other potential projects similar to this?

Bonus Question 3: After playing the demo, are you interested in going to the exhibition currently within the Wits Origin Centre?



## 2. Recorded Answers:

### 2.1. Dylan Cairns, 09/10/2024

A1: *It showcased the diversity of the exhibitions as well as the variety of what can be learnt by visiting the Wits Origin Centre.*

A2: *Definitely. A brief overview or caption for each picture would be helpful to explain to the viewer what exactly they are looking at and what cultural relevance it bears.*

A3: *As said in Q2, a brief overview of the pictures would have been great to provide insight into what is being displayed.*

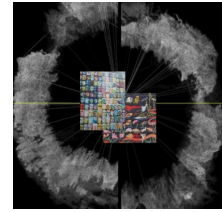
*To be added in future version*

A4: *It definitely piqued curiosity and made me want to ask questions. I found myself interested in what I was looking at.*

BA1: *It definitely piqued curiosity and made me want to ask questions, I found myself interested in what I was looking at.*

BA2: *Artificial intelligence and philosophy are topics best worked on with open minds and different perspectives, so projects like this can only bring innovative and forward-thinking ideas.*

BA3: *Absolutely. I'm a sucker for archaeology and anthropology and it seems that this place is full of it!*



## 2.2. Malakai Braam, 10/10/2024

*A1: The video game was great at showing me a visual representation of the various pieces and objects in the origin centre, however, in terms of explaining what the objects are or the meaning of them I still have little to no understanding of them.*

*A2: Yes, the video game provided details of what is inside the origin centre and it makes the player want to learn more about the meaning of them*

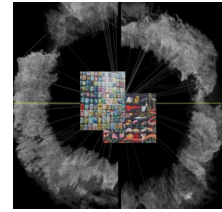
*A3: No, as stated in the first answer there was little to no description of the various items*

*A4: Yes, while walking through and clicking on the various pieces I was able to see multiple different items. It was an engaging experience*

*BA1: Yes 100%*

*BA2: Yes it does*

*BA3: Yes I am*



## 2.3. Khanyii, 10/10/2024

*A1: The video game gave insight into the wits origin centre by providing the images and descriptions of the different works*

A2: yes

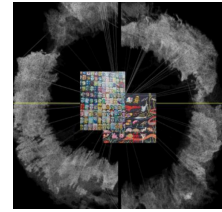
A3: yes

A4: yes

BA1: yes

BA2: yes

BA3: yes



## 2.4. Erin Harper, 10/10/2024

A1: *The Wits Origin Centre showcases information regarding African heritage, which can be seen in art, rock art, spears, land areas, etc.*

A2: Yes

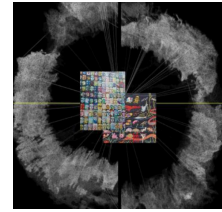
A3: Yes

A4: *Yes, although it would be nice to have some descriptions of certain images, to provide the user with a bit more insight into it (there are some images with descriptions, but maybe add a bit more)*

BA1: Yes

BA2: Yes

BA3: Yes



## 2.5. Zamahayise Hlatshwayo, 10/10/2024

A1: *It showed the various items and activities the Wits Origin Centre offers.*

A2: *Yes it was able to.*

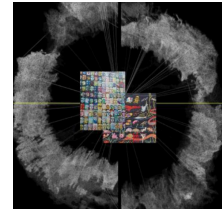
A3: *Yes it was.*

A4: *No, it has made me aware of the heritage of the Origin Centre.*

BA1: *Yes*

BA2: *Yes*

BA3: *Yes I am*



## 2.6. Mikhail Govind, 10/10/2024

A1: *It informed me on what sorts of things I could find in the Origin Centre.*

A2: *Yes. For a person who has only seen about half of the Origin Centre, it showed what else there is to see or made me aware of something I might want to.*

A3: *Wish there was some description to tell me what the images I was looking at I was exactly about but in a way just seeing the images adds to the curiosity of going to figure it out in-person.*

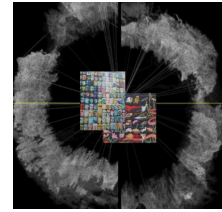
A4: *Not really. Like I said I was not sure most of the time what exactly I was looking at but more so that it looked interesting or intriguing.*

BA1: *Yes. I would be interested to see more collaboration.*

BA2: *Yes. I would like to see more blending of the different fields as might present interesting outcomes.*

BA3: *Yes. It would be cool to view the game in the proper exhibition space it is meant to be exhibited in.*





## 2.7. Anonymous 2nd Year, 10/10/2024

A1: *From this video game, I could see how dense and layered the Origins Centre is, with artefacts from many different backgrounds and cultures. Also, its interesting that these artefact images are weaved together with images of nature too. However, had I not known what the Origins Centre was before playing the game, I don't know how much information this video game would*

A2: *It piqued my curiosity for the Origins Centre, because it was stated that there were around 700 images from there. However, I don't think I encountered new information about the Origins Centre from playing this game.*

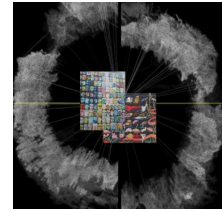
A3: *There wasn't much information displayed to me, just aesthetically pleasing images.*

A4: *It definitely provided an insightful heritage experience, but if there was information like text accompanying the images, it would been a deeper experience, that I would taken something away from.*

BA1: *I think its very interesting that this collaboration is happening, but I don't think I'm more curious about it all. I just think that its nice.*

BA2: *It is definitely interesting, but I think the involvement of artificial intelligence makes the project less exciting to me as a student of the arts. Focusing on physics and philosophy and displaying that in an artistic way is much more interesting to me.*

BA3: *I am more interested in seeing what the rest of the exhibition has to offer after playing this.*



## 2.8. Nathan O'Moore, 10/10/2024

*A1: I feel it was able to capture the experience of many of the displays from the Wits Origin Centre while also being able to capture it within it's own creative design, providing an entertaining display and interactive tour within.*

*A2: In the current state, it was unable to provide much details about the Origin Centre*

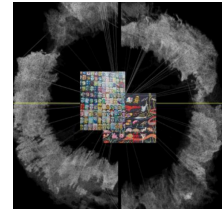
*A3: Also, currently it does not give much detail in regards to the artefacts.*

*A4: The game was able to capture much of the culture and spirit of the artifacts exhibited, and gave a meaningful vision to the work and history of each artifact and the people behind the scenes who support the Centre.*

*BA1: Yes it does. I'd love to see something further to come from this.*

*BA2:It does. It's a fantastic way to bring minds together to create something special, educational, and rooted in culture and history that each of the respective persons are passionate about.*

*BA3: Yes, I am*



## 2.9. Naadirah K., 10/10/2024

A1: The video game is a valuable tool for showcasing various aspects of the Wits Origins Centre by simply clicking or touching the object. By including written or audio descriptions that provide historical context, cultural significance, or scientific explanations for the artifacts, my understanding of these images would have been deepened.

A2: Yes, the video game's high-resolution images, educational focus, and user-friendly frame-based format effectively showcase the Wits Origins Centre's characteristics, sparking curiosity and providing valuable information.

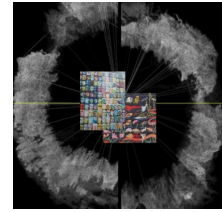
A3: Yes, to some extent, while the high-resolution images offer a detailed view of the items or individuals, they may not provide sufficient context or depth. To truly understand the significance, history, and cultural context of each artifact, additional information is typically needed, especially through text or sound.

A4: Not exactly, while the images provide awareness and some information about the various aspects of the origins centre, the immersive experience is lacking when it comes to context. Maybe use storytelling, music, or text to evoke some emotions and create a connection from the user to the heritage.

BA1: Yes definitely, the international collaboration between Wits and a Brazilian university is a fascinating example of how academic institutions can work together to share knowledge and resources.

BA2: Yes, these types of interdisciplinary projects can lead to new discoveries, innovative solutions, and a deeper understanding of the world around us. They can also foster collaboration, creativity, and critical thinking skills among students and researchers from different fields.

BA3: Yes, I would like to experience this exhibition in person within the Origin Centre.



## 2.10. *Liam Barends*, 10/10/2024

A1: *The video game was able to show me a few experiences and a couple of artefacts in the Wits Origin Centre but it did not give me an in-depth understanding of the Centre as I would have liked.*

A2: *The video game was able to provide me with a decent amount of curiosity for what the artefacts are on display, the significance of them and such, as well as the individuals and their connection to the artefacts and the institution itself.*

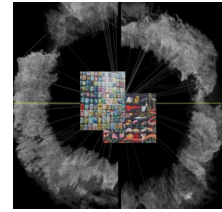
A3: *It was able to provide me images of the artefacts but not any written details, which would have been appreciated.*

A4: *The artifacts looked cool. Did not provide too much of an insightful experience regarding the heritage of the artefacts as they were just images. A description on the details of each artefact would have been appreciated.*

BA1: *I suppose.*

BA2: *Yes it does.*

BA3: *Yes, I am.*



## 2.11. Yudhvir Sirkissoo, 10/10/2024

A1: The video game allows the player to view, interact, and learn about the many aspects at the Origin Centre through creative means

A2: Yes, the video game has sparked my curiosity towards the Origin Centre.

A3: The video game allows the player to interact with many different artefacts displayed in the Origin Centre

A4: Yes, the video game definitely provided a deep insight into the activities at the centre.

BA1: Yes, the video game has peaked my interest, as it provides great information in a fun and interactive format

BA2: Yes, the collaboration between different disciplines, tend to always produce meaningful projects.

BA3: Yes, I have always been interested in historical artefacts and exhibits in museums, and after playing the video game, I do intend on planning a visit there soon