

WHV – Taxila: Preservation through AI & Gaming Design

Taxila, Pakistan

PROJECT DATES

Cultural property inscribed on the World Heritage List (1980)

05 – 15 September 2025

THE SITE - From the ancient Neolithic tumulus of Saraikala to the ramparts of Sirkap (2nd century B.C.) and the city of Sirsukh (1st century A.D.), Taxila illustrates the different stages in the development of a city on the Indus that was alternately influenced by Persia, Greece and Central Asia and which, from the 5th century B.C. to the 2nd century A.D., was an important Buddhist centre of learning.

OBJECTIVES - The project aims at developing an immersive experience at the Taxila World Heritage site that combines heritage preservation with modern technology. It seeks to preserve the heritage of Taxila and introduce a new, interactive way to engage youth with the site's history through a gaming framework, using AI and game design principles. The project also intends to make regional shared history through architectural heritage accessible to youth across Pakistan and the region.

ACTIVITIES – Volunteers will be involved in both awareness-raising and hands-on activities. Awareness-raising activities include on-site research and documentation, storytelling workshops, and the development of an immersive game prototype. These activities focus on heritage documentation, creating a unique narrative for the game, and using the game prototype to raise awareness and educate about heritage preservation. Hands-on activities will involve visual learning through sketching and photography, learning from local custodians, working with local craftsmen, and learning conservation methodology from experts.

PARTNERS – Taxila Museum; Khyber Pakhtunkhwa Department of Archaeology; Maida.com.

Indus River Valley Institute

Mr. Zain Mustafa

zain.mustafa@indusrivervalley.org

