

# Review of: "The Use of Generative AI in an Interdisciplinary Approach for Cultural Preservation"

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Potential competing interests: No potential competing interests to declare.

The title of the paper is misleading about generative AI and cultural preservation.

The vocabulary has to be contextualised: what does veracity, authenticity, auditability mean in the author's context? What is a culturally significant object? What "world build" and contemporaneous representative recovers? What are "pure generative use cases"? Is it linked to "common textual prompts"? How can "underpinning of veracity be determined?"

A lexicon would be welcomed for the soft, platforms, etc.

The paper lacks of references (no section).

Methods: it is comprised of several steps (ref?) - not listed here (for sure but ref?) - are used within... with great effects (could you develop? ref?)

Epic's Unreal Engine (ref?)

CRC MD5 (ref?)

Hedera Alvarum (ref?)

The whole section "It must be noted that.... modelling systems" is just an evidence. Discard it and develop more relevant or specific aspects.

"The use of technology.... becomes tangible" is out of scope, please discard it

"Iceland, given...": the same.

Digital twin section: interest????

The focus of the paper must be readapted and more fundamental issues be fixed, and the title matching with it. The techno-oriented solutions are not relevant without scientific deadlocks.