

Metamorphosis

Site Interaction

Option 1:

About Page:

There is much cause for much debate about the nature of Gregor Samsa's Metamorphosis.

What did he exactly change into?

The original German text describes him as: "ungeheures Ungeziefer," or "monstrous vermin".

Perhaps a reader poll is required?

Insect theory.

- Cockroach
- Beatle
- Other insect

Broken human theory.

- Total psychological break
- Alienated Individual
- Depressed Individual

Vote and see what other readers think!

This would be an interesting way to get some engagement with the novel and the themes Kafka was thinking about.

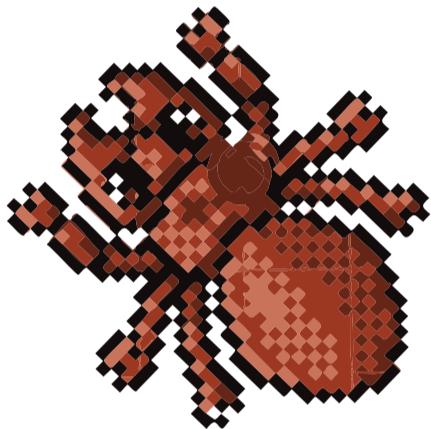
It is also one of the central questions that people are still grappling with 100 years after it was written.

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Option 2:

Parts 1, 2, 3, Pages.



Add a Cockroach element to the mouse, so the mouse looks like a bug.

It just randomly wanders all over the page dropping little bits of debris as it goes.

Add a Bookmark to the page, perhaps a beetle, or a cockroach, when you click onto the page it runs to the place in the text. that you were up to.

One way to do this is to click on the bug icon to activate it, then it could go wandering.

Then click on your bookmark place and it would stay there until next time you opened the page.

It could just come from one or the other side of the page and then move about for a few seconds and go out the other side.

I created an account and downloaded a free bug image as an 8 Bit Artwork.

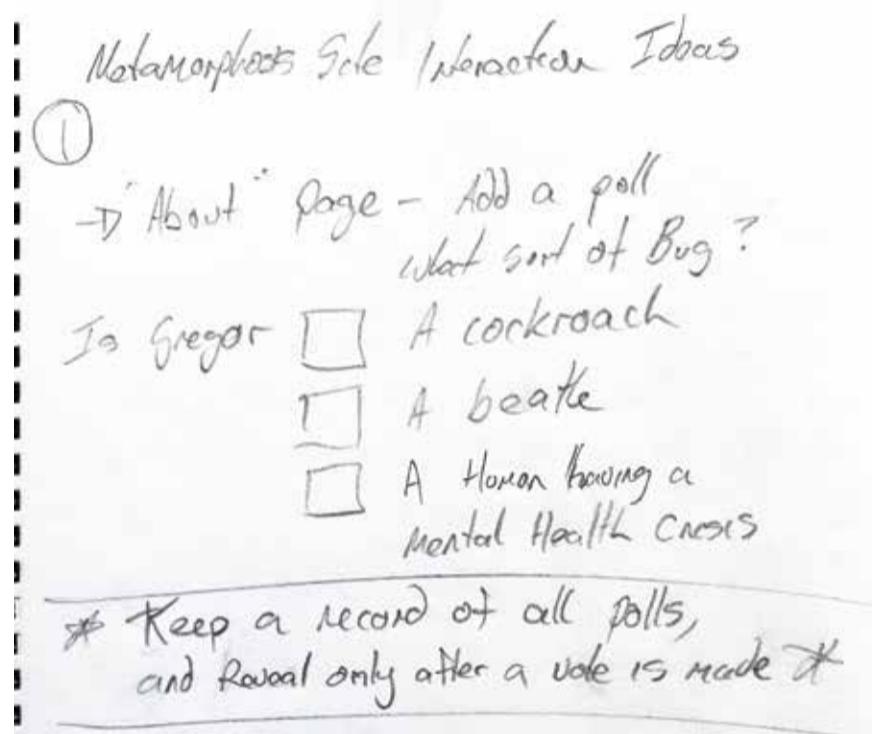
After importing into Illustrator, I image traced it and turned it into vectors.

<https://www.dreamstime.com/bug-insect-pixel-art-video-game-beetle-bit-icons-set-image216489990>

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Sketches



Metamorphosis Site interaction.	Metamorphosis Site interaction	Metamorphosis Site interaction
② Storybook pages add a W bookmark.	③ change the mouse pointer into a beetle.	④ On clicking a cockroach/ bug element on the page it "wanders" all over the page leaving a trail of debris

Sketching Concepts for Interaction.