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The project I am proposing is a site centered around raising awareness for a particular rogue computer virus, vaguely implied to be an A.I. of some sort. The site will advertise their brand of anti-virus software as a solution to the virus.

The organization behind the site is nothing special. Just some group of scammers trying to swindle people out of a few bucks to download their crummy trojan software. Of course, you can't *actually* buy anything from the site. The site itself is very old and out-of-date. Broken links, bad clipart, flashy imagery, etc. Something you'd see straight out of the early 2000's Internet.

I'm not entirely sure what "benevolent untruth" means in this context. I'm assuming it means something along the lines of "A falsehood or lie that ends up causing more good than harm." If my assumption is true, then I'm not entirely sure. Cyber Security is already heavily taught in all corners of computer science, both on and off the internet itself. Don't click suspicious links, on suspicious websites, or give them your money, etc. etc.

That's not to say no good could come from the project at all, of course. This is where the second part of the website comes into play.

After snooping around the site for long enough, you'll be able to find the actual A.I. in question. (It would not be an actual A.I., just a representation of one.) You would then have to fight the A.I. by taking parts of the webpage, and dragging/throwing them at the A.I. with your cursor to damage it. The A.I. will also try and fight back by attacking your cursor. If you run out of health, you'd have to retry the fight.

I'm interested in this specific type of false advertising because I had the idea of you fighting a rogue entity within your computer, and needed to craft a setup around it. A.I. seemed like the most fitting, and most topical, answer. Plus, the idea that we've now moved on from Antivirus software to anti-A.I. software sounded very interestingly dystopian in my head, so I'd like to run with that.