With the modernization of technology, and more specifically, social media, many users feel a sense of nostalgia surrounding the early 2000s internet, including programs such as "Myspace" and "Geocities", where users could create sites individual to them and their personalities by accessing the HTML and CSS code of their pages. These customizable elements included but were not limited to music, gifs, and animated backgrounds, ultimately allowing users to express themselves creatively, and find others who may hold shared interests. Unfortunately, the rise of social media apps like "Facebook" and "Instagram", as well as the technical changes within the companies/programs, had caused sites like Myspace to (for the most part) collapse, with limited users, and limited customization features. While many users are satisfied with the convenience of apps like instagram, others feel like personalization is too limited to fully express themselves. Anton Röhm, German web developer, took interest in the online spaces of the early 2000s, and created the social media program, "Spacehey", to replicate the highly customizable essence of Myspace, now hosting over a million users. As someone who never experienced the early internet, and is used to the bland nature of apps like instagram, browsing Spacehev profiles, taking note of the uniqueness of each one was fascinating. This digital exhibit is a curation of some of the profiles I came across and thought were nicely made in a visual sense, and I believe it serves as an archive of these users' interests and belief systems at this point in time. Something I noticed was that many Spacehey profiles belonged to young people, which is interesting to see, and shows that they are generally denying the bland layouts that big tech companies are serving us, and we might even see them take action about this in the future. Ultimately, we can see old internet nostalgia more prominent than ever, and the resurgence of these types of networks serve as an outlet to express that longing.