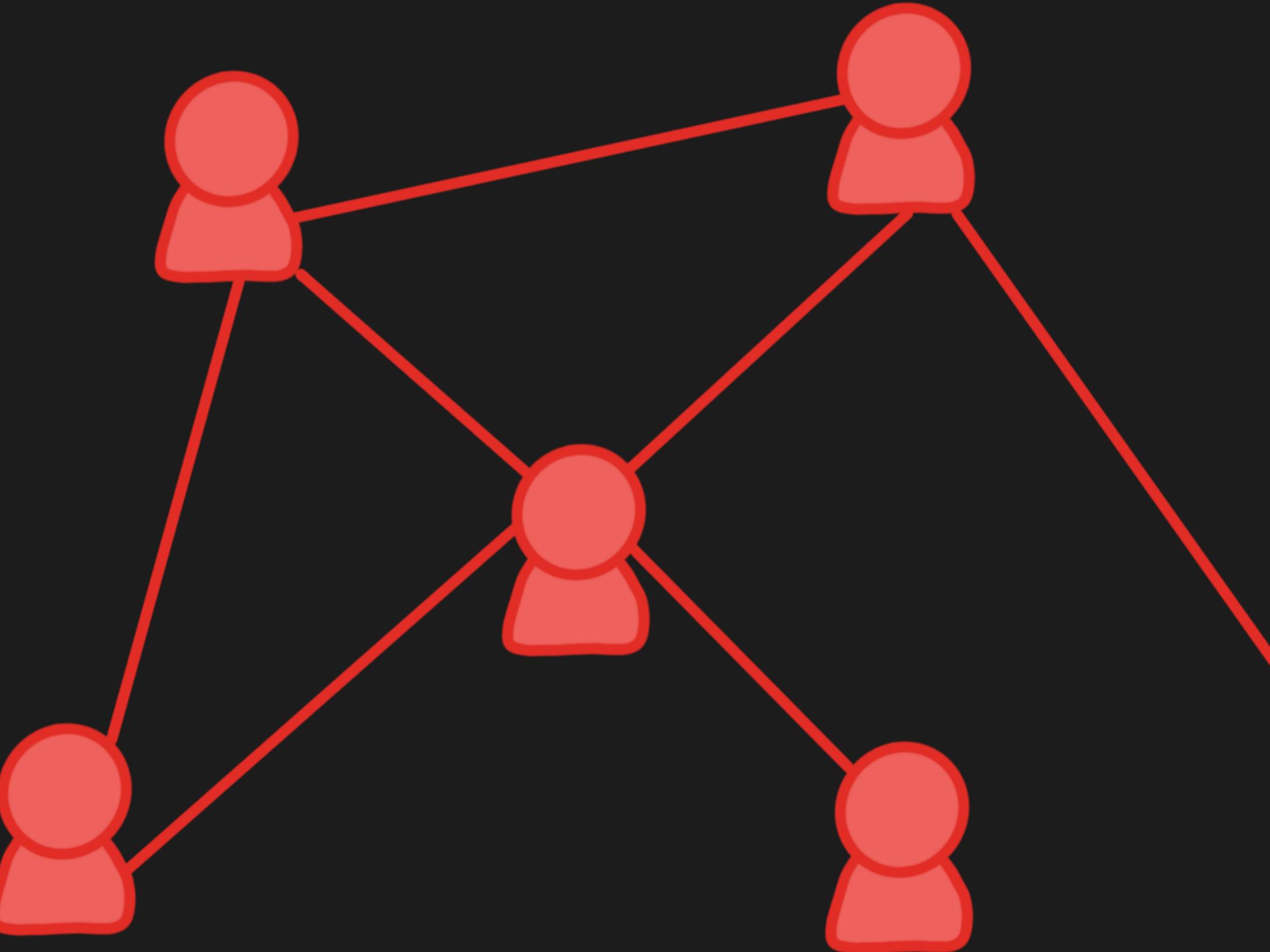


Network Experience

<https://www.conniexu.com/dot.html>

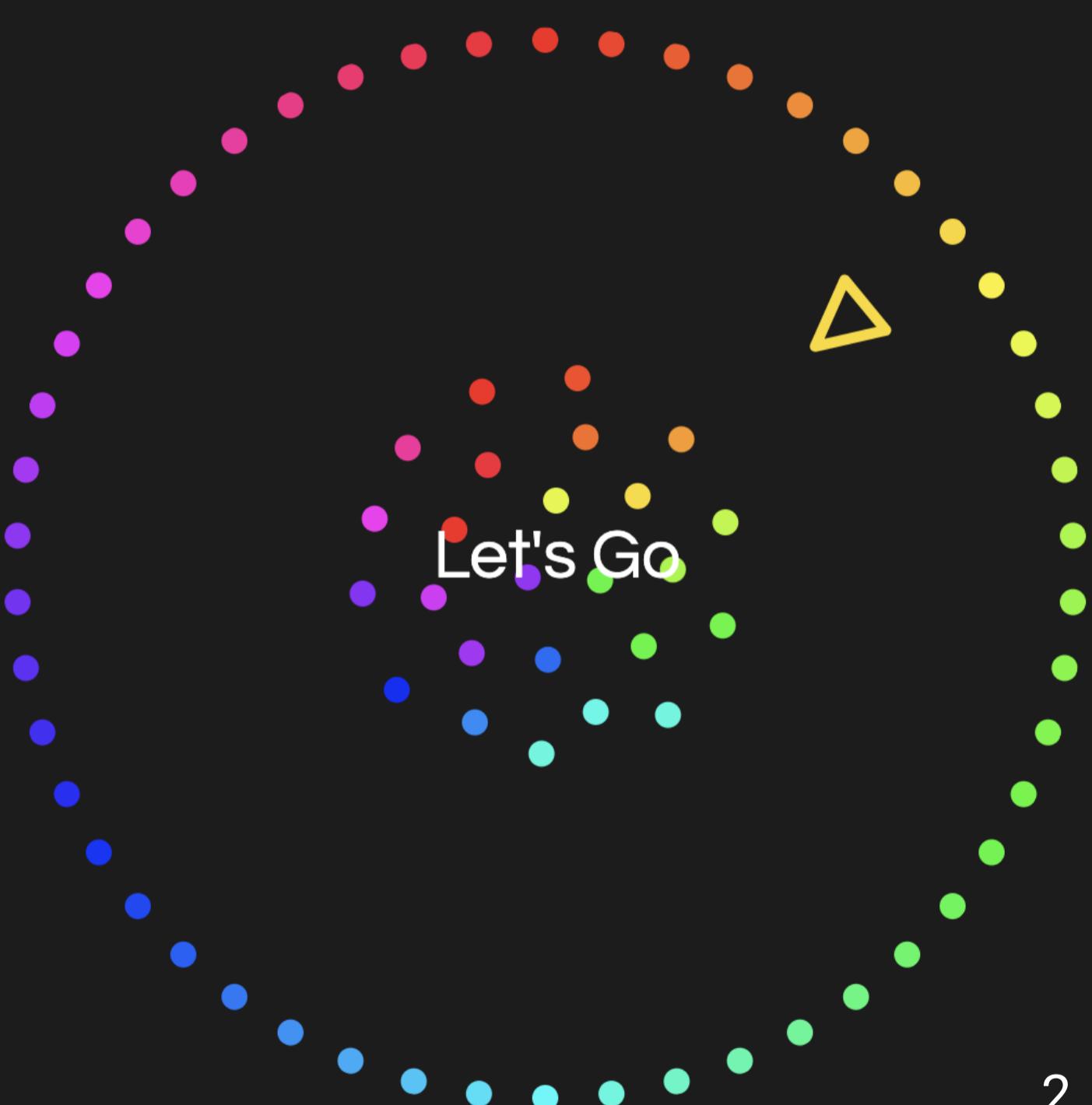
A choice-based adventure that teaches a valuable lesson on perception and networking.



The following content are screenshots from the web pages that the experiment is housed on. All coded with HTML, CSS, and JS



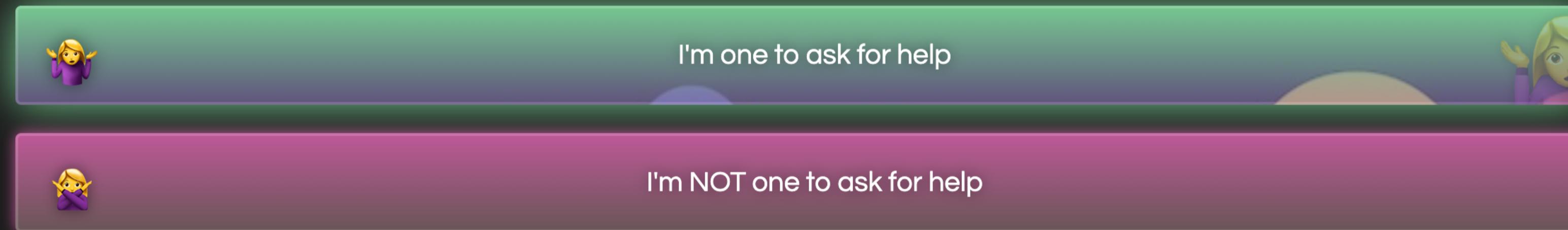
1. User enters a waiting room where they can **shoot balls into the circle based on the location of their cursor**.



2. When the user is ready, they may press the "**Let's Go**" button to enter the portal.



Let's be honest, vulnerable, and real.



3. User is prompted to **select one of the choices**.



4. This is what the user sees if they select the first option, "**I'm one to ask for help**".

This is a fully interactive page where the user is prompted to click to create connections (as seen in the circled portion).



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4. This is what the user sees if they select the second option, "**I'm NOT one to ask for help**"

This is a fully interactive page where the user is prompted to click to create connections (as seen in the circled portion).





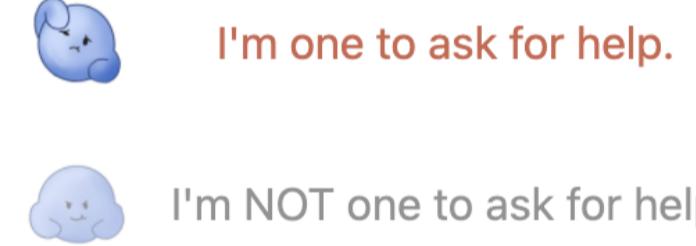
Unpacking the Network Experience



I'm one to ask for help.

Those who are willing to be open with others often find it easier to create meaningful connections with others.

In the case of the Network Experience, you may have noticed that new networks were created with each click signifying that those who are willing to be vulnerable create long-lasting networks easier.



5. When the user wishes to move on by, they are prompted to an **explanation screen**.



Unpacking the Network Experience



I'm NOT one to ask for help.

 I'm one to ask for help.

 I'm NOT one to ask for help.

Those who are not as open with others tend to find it more difficult to create meaningful connections with others.

In the case of the Network Experience, you may have noticed networks being created but instantly vanishing. This phenomenon signifies the lack of a strong connection between a group because of a lack of personable interactions.

5. When the user wishes to move on by, they are prompted to an **explanation screen**.