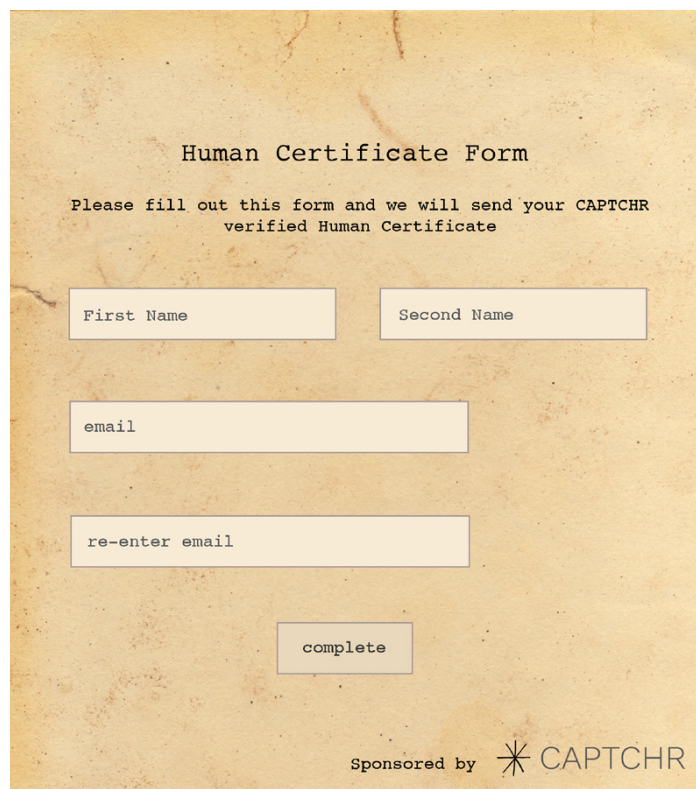


At this stage I was aware of how convoluted the experience was becoming. The CAPTCHRs weren't the real focus that the experience was shaped around like I'd initially hoped. They had been reduced to a step that the user had to go through in order to get what they want. But on reflection this was exactly the reason for housing my CAPTCHRs in a story-driven experience. Because by reducing them to an obstacle the user needs to overcome to get to another goal, they better reflect how CAPTCHAs are interacted and thought of in real life.

After the Human Verification Generator has finished loading, the user is presented with a form to fill out with their name and email address.



A form titled "Human Certificate Form" on a textured, parchment-like background. The text reads: "Please fill out this form and we will send your CAPTCHR verified Human Certificate". The form contains four input fields: "First Name", "Second Name", "email", and "re-enter email". A "complete" button is at the bottom. The CAPTCHR logo and name are at the bottom right.

Once clicking complete, the inbox that has remained empty for the entire experience gets an alert.

Upon opening, the user is greeted with an email from CAPTCHR that includes a 'downloadable' Human Certificate.

The certificate can be used to access previously locked website's in the browser.

The idea of a certificate represents the way CAPTCHAs assign verified human users.

I couldn't get the JavaScript working (I need to include something called PHP - that I haven't quite figured out yet) in time for this booklet but hopefully the Human Certificate Form will be able to send a real email by the time of the Degree Show opening. Having a 'take-away' that the user can personally own will make the design experience incredibly rewarding.

