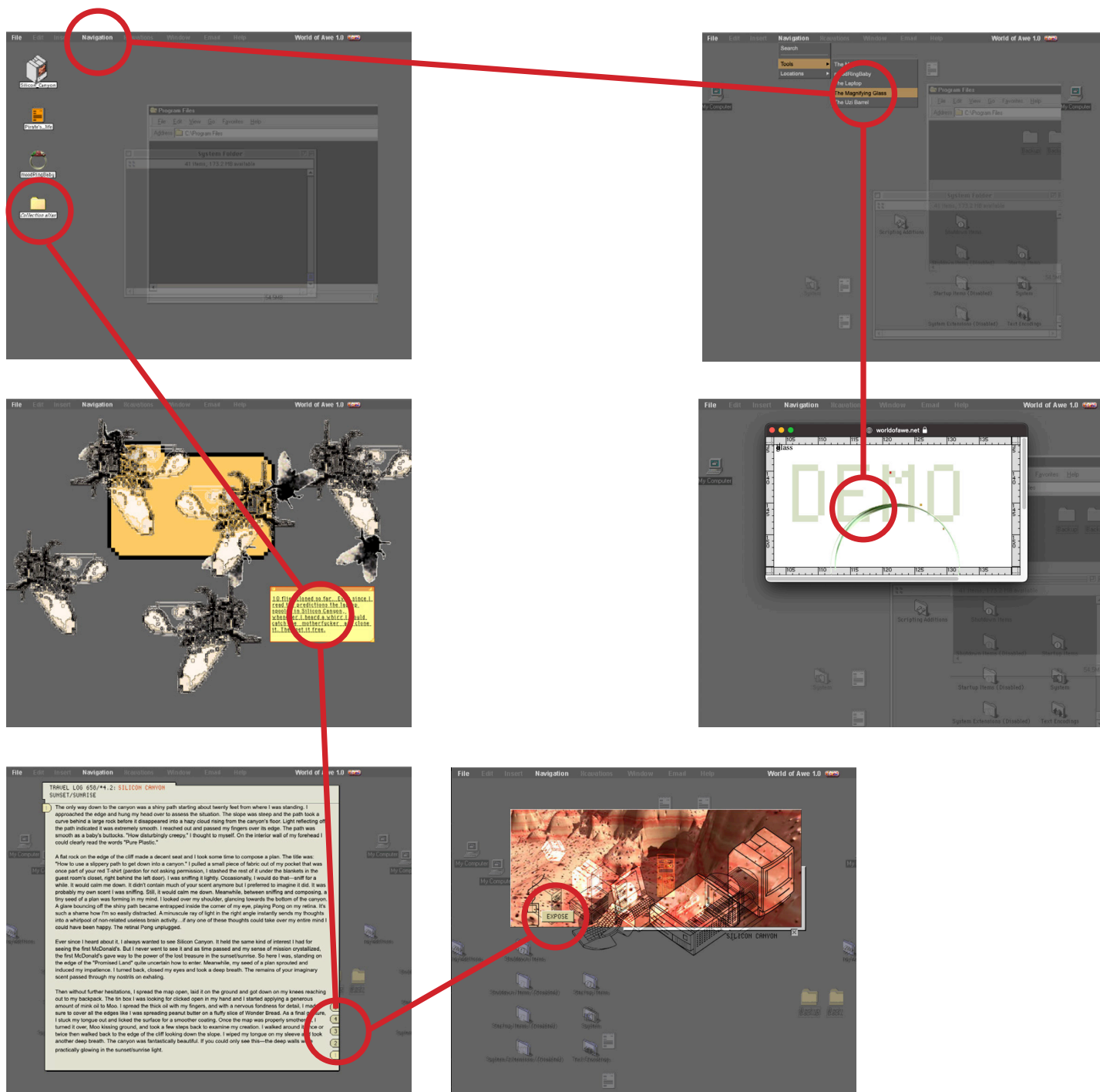


I found something really engaging about the freedom to navigate the website at my own accord.



This level of involvement and self-determination wasn't present in my previous website prototypes. The linear nature of their structure feels like a glorified slideshow in comparison to the World of Awe adventure.

I 'played' through Kanarek's work multiple times. Noting down various forms of interaction. From these observations I began wireframing my own World of Awe desktop experience.