

After 'logging-in', the user is greeted with their desktop without any direction on what to do next.

Assuming they've taken 15 seconds to read the profile introduction they will be aware that there's **something** to do and they need to find it.

This is the first stage of developing the users intrigue and desire to explore the website. Trying to mimic the only reason we do CAPTCHAs - the desire to access the information or service of a website.

There's only a few options so the user will catch on fairly quickly without much risk of getting bored. The link titled and styled as a READ-ME.TXT document contains clear instructions just in case. Through the exploration of the desktop in search of answers, the user will also come across CAPTCHA and synthetic media information.



Added details such as importing functioning date and time increases the overall immersion of the desktop.

