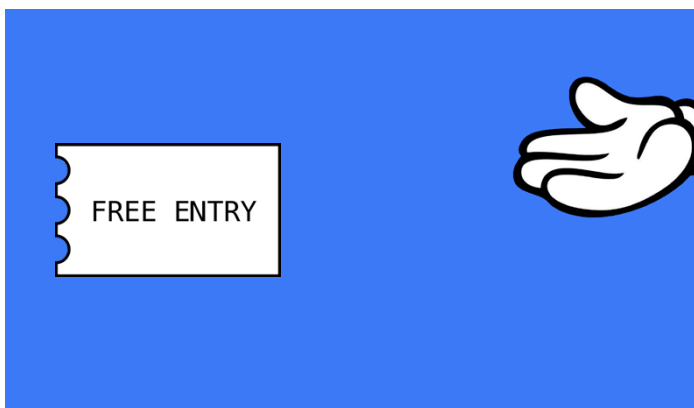


I've got three forms of synthetic media that I can implement. I've got the conceptual reasoning for using CAPTCHA. now I've got to try and implement the synthetic media libraries into a CAPTCHA style experience.

I had three ml5.js libraries that I could use to create my own CAPTCHAs, so I also had to design an experience that brought them together.

The procession of different versions of CAPTCHA is one of the reasons why it's an appropriate structure to use. Therefore a linear progression through the my own speculative CAPTCHAs seemed appropriate. Completing each CAPTCHA would allow the user to advance to the next CAPTCHA.



An entry page to symbolise the beginning of the design experience, creating a draggable div element (ticket) that when dragged to the hand image, would act as a link to the first CAPTCHA

My speculative CAPTCHAs required a connection to current, real CAPTCHAs and as the reCAPTCHA checkbox is the current version of CAPTCHA it sets the user up for the linear procession experience.