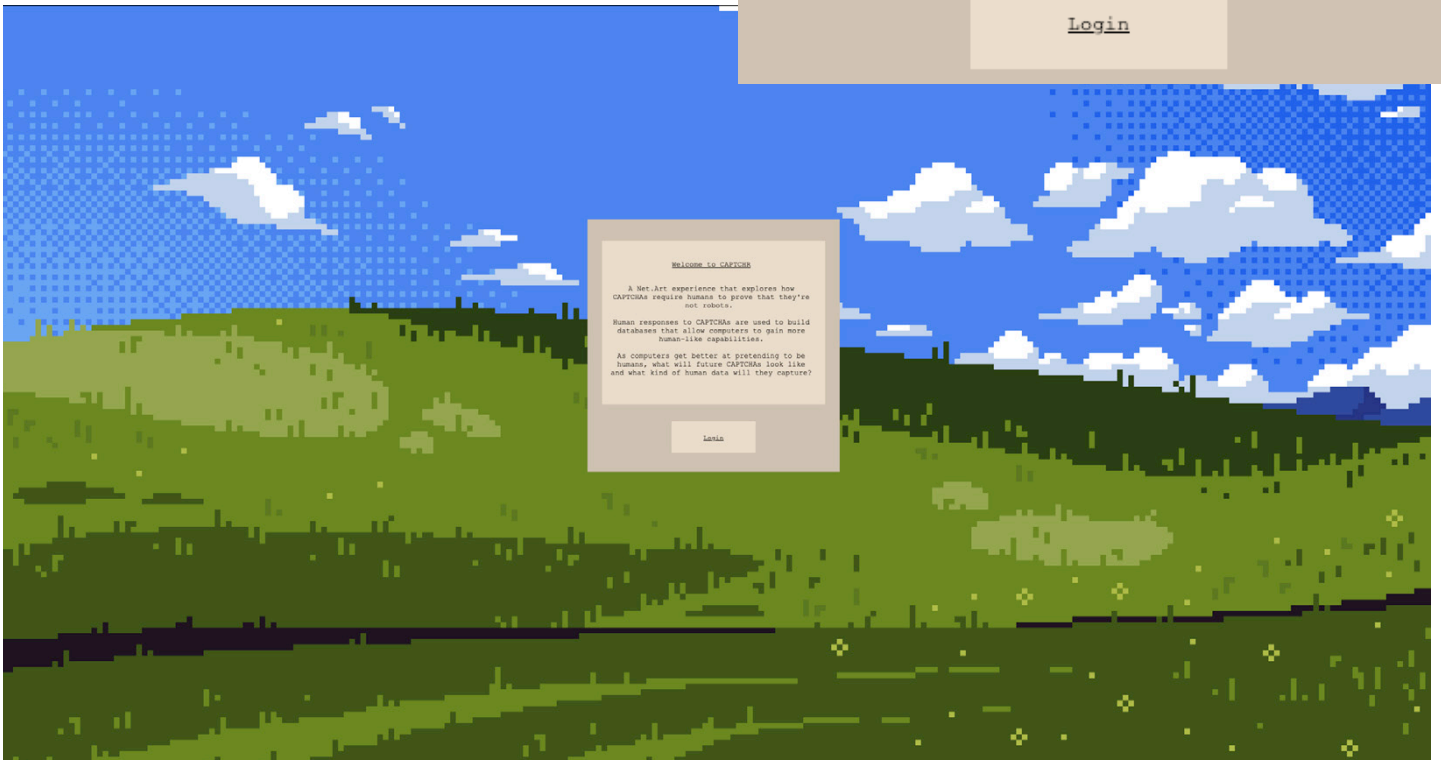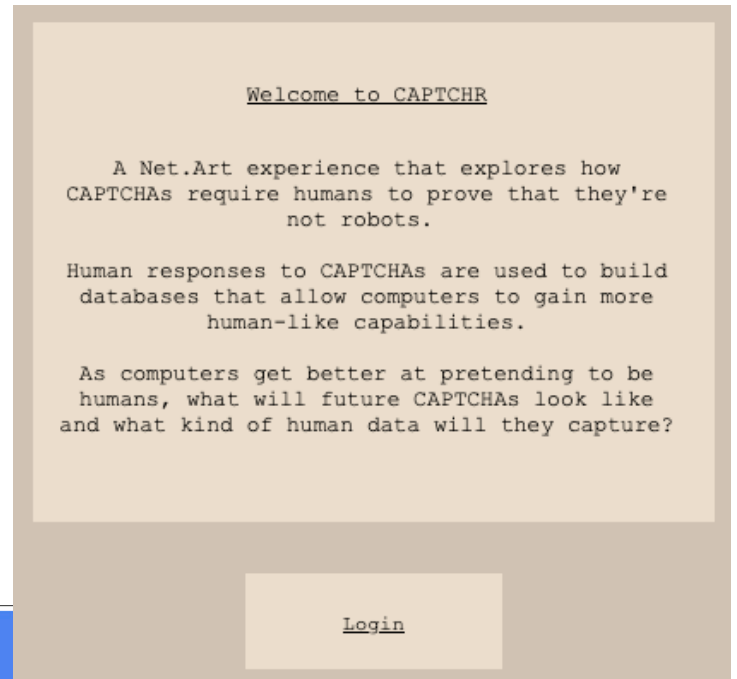Once I had the style board for the CAPTCHRs and the synthetic media libraries that let them function, I began creating the desktop. As I wanted the final prototype to be a live website I needed to lean basic HTML, CSS and JavaScript. After lots of trial and error and frustrating coding sessions, I ended up with something I was happy with.

The log-in page acts as a buffer for lot's of heavy files to load in the background and also to set the tone for the design.

Welcome to CAPTCHR

A Net.Art experience that explores how CAPTCHAs require humans to prove that they're not robots.

Human responses to CAPTCHAs are used to build databases that allow computers to gain more human-like capabilities.

As computers get better at pretending to be humans, what will future CAPTCHAs look like and what kind of human data will they capture?

Login

The loading page consists of an old school, iconic microsoft background - pixelated in the aesthetic of Net.Art.

My tutor, Andrew Cook previously warned of the risk that the CAPTCHA idea might get lost in a complex website. In an attempt to avoid this, the log-in profile contains a message introducing the design and detailing it's purpose and context.