

I had coded 4 interactive, functioning CAPTCHAs that represented different areas of human data collection. The experience of the interaction had a linear structure.

Going back to the storyboard of a CAPTCHA interaction - there needs to be an intent from the user. A payoff that exists on the other side of the CAPTCHA in order to entice the user to interact with the design.

CAPTCHAs are boring, frustrating, and demeaning. We only do it because we have to, because we want to get into the website that they're protecting.

To make the design immersive and believable, I needed to make a website for the CAPTCHAs to exist in.

