As I was adopting the retro style of Net.Art, I moved away from the aesthetic of an abstract analogy of a nightclub and towards a more relatable, realistic desktop experience. Designing the speculative CAPTCHAs in the form of real CAPTCHAs and not as a bouncer asking for your ID.

What is the experience of using CAPTCHA?

What is the user's intention, interaction, and payoff from the CAPTCHA interaction?
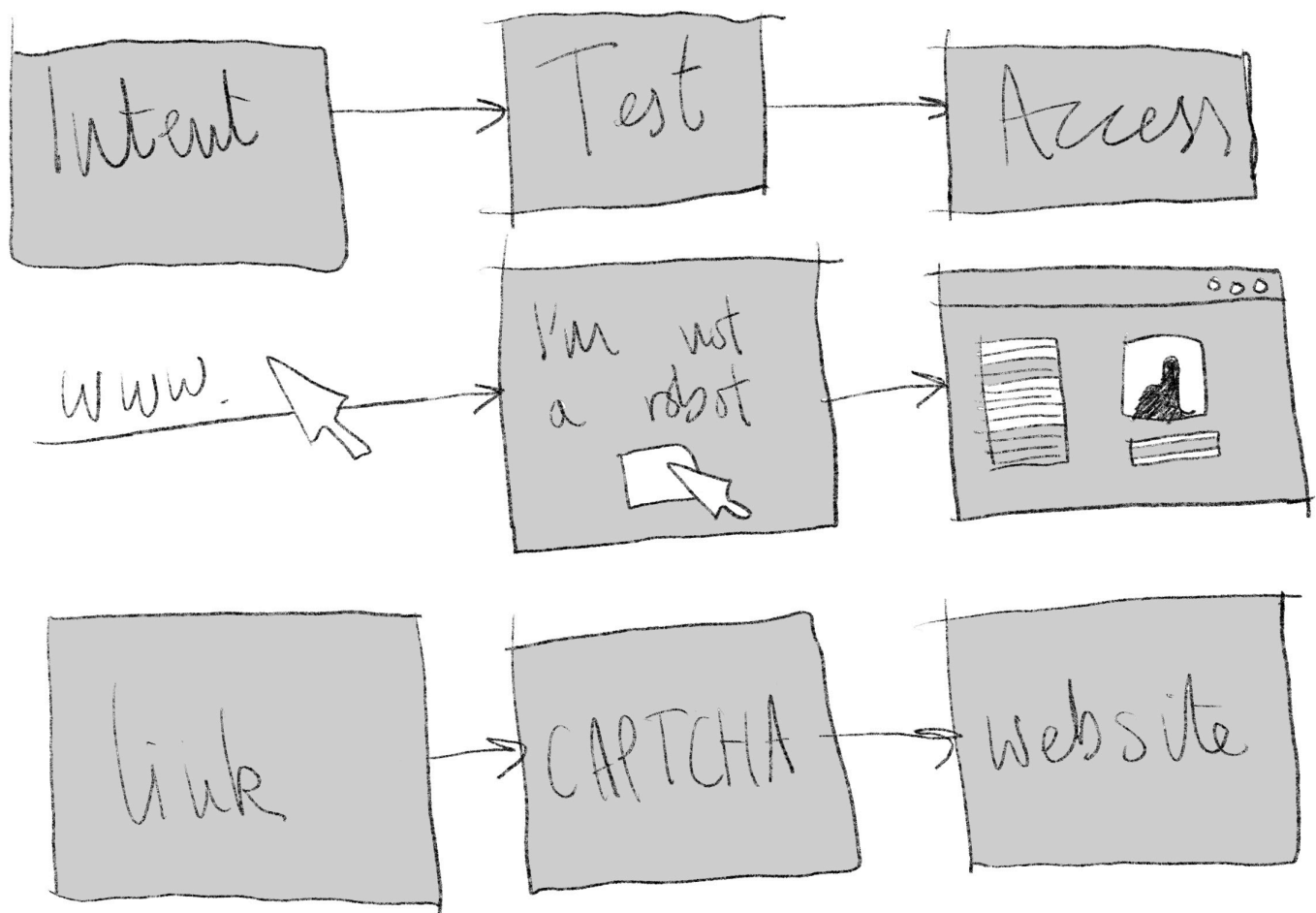
I drew up a quick storyboard/wire frame of the CAPTCHA experience and setting it exists in.