DART 450: Project Pitch

Personification of the web

# Concept: Personification of the web

Personification

- the attribution of a personal nature or human characteristics to something nonhuman, or the representation of an abstract quality in human form.

How can technology be personified?

- It's not living or breathing but **simulating/mimicking** a life source

- Relation to artificial intelligence and sci-fi genre

- David Hanson – Robots with perception of emotional state

- https://www.ted.com/talks/david_hanson_robots_that_relate_to_you#t-174041
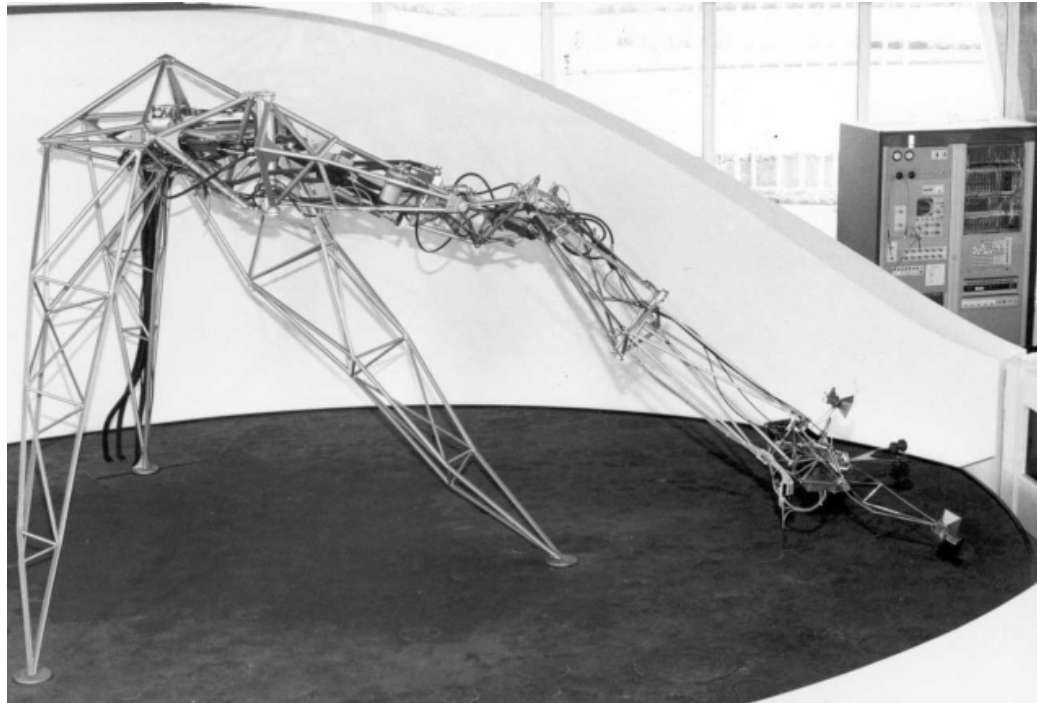
- Edward Ihnatowicz – The Senster
- Sudden movements or loud noises would make it shy away.

- https://www.youtube.com/watch?v=1jDt5unArNk

Concept

- Juxtaposition of real vs synthetic
- Human vs non-human relationship/interaction

Concept

- A website as a character with introverted personality traits --- a shy website
- A variety of events will contribute to the manifestation/visibility of this character:
  - based on time of day (maybe it likes to sleep a lot)
  - how often the user visits the page (more visits = more likely)
  - how you interact with the page (talking to it, giving it attention)

Possible complications/issues

- Some users may never the manifestation (only visit website once)

- How will users know what to do/say to make it appear?

- How will the user know the website is listening/awake/being affected? (console???)

Technologies/libraries

- Time (setInterval, setTimeout, Date, …)
- History (localStorage, …)
- Webcam (tracking.js, clmtrackr.js, …)
- Microphone (createAudioMeter, annyang, …)