

DSGN 372 Project 02: Gentle Computation

Create an interactive, scrollable narrative website. We were responsible for both the design and coding of the website, with an emphasis on usability and interaction. The website could be based on a collection, how-to, story, or existing piece of writing.

I chose to create scrollable essay based on my half-baked thoughts on my love (& hate) for web design and the internet. A collection of articles & writers I admire and websites I find curious. The gist is ↴

The ideal relationship with technology is one that is conducive to human flourishing. The drive for technology based on convenience and efficiency is useful when we operate from a point of scarcity. Past this point, and in the case of the internet, the drive for efficiency conflicts with the essential friction of humanity. We need a slow, handmade web—one that allows us to consider the website as a form, a place for poetics and intimacies. I dream of a personal, community-driven, user-first web.

My target audience for this website is other designers & artists who feel disillusioned with technology. I aim to showcase the creative and liberatory potential of the website as a medium. I hope to encourage others to interrogate the way they interact with the online world with the ultimate goal of creating a gentler, slower internet that reflects the tenderness of humanity.

What is a website good for? by Omayeli Arenyeka

The Garden and the Stream: A Technopastoral by Mike Caulfield

A Handmade Web by J.R. Carpenter

My website is a shifting house next to a river of knowledge. What could yours be? by Laurel Schwulst

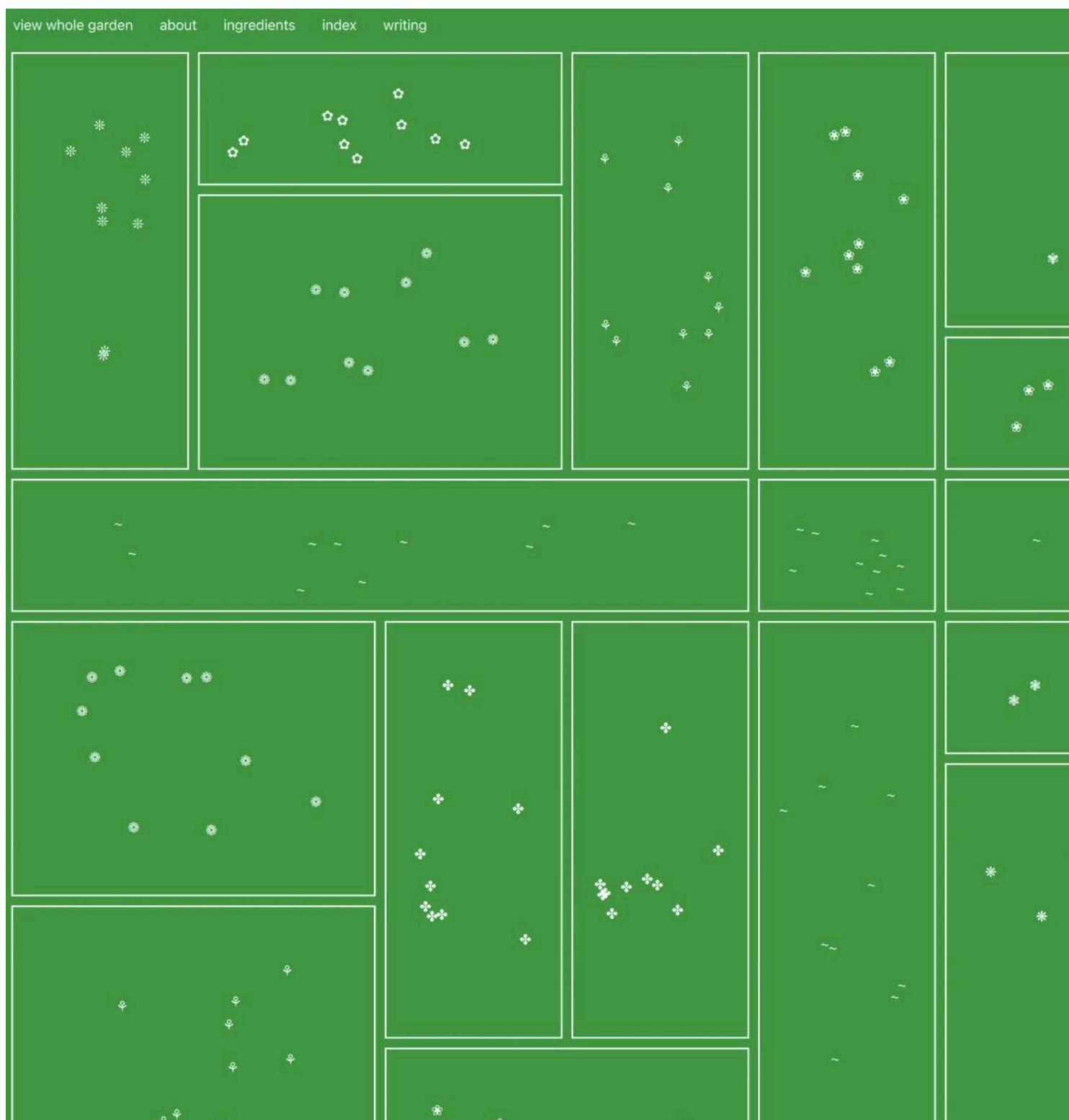
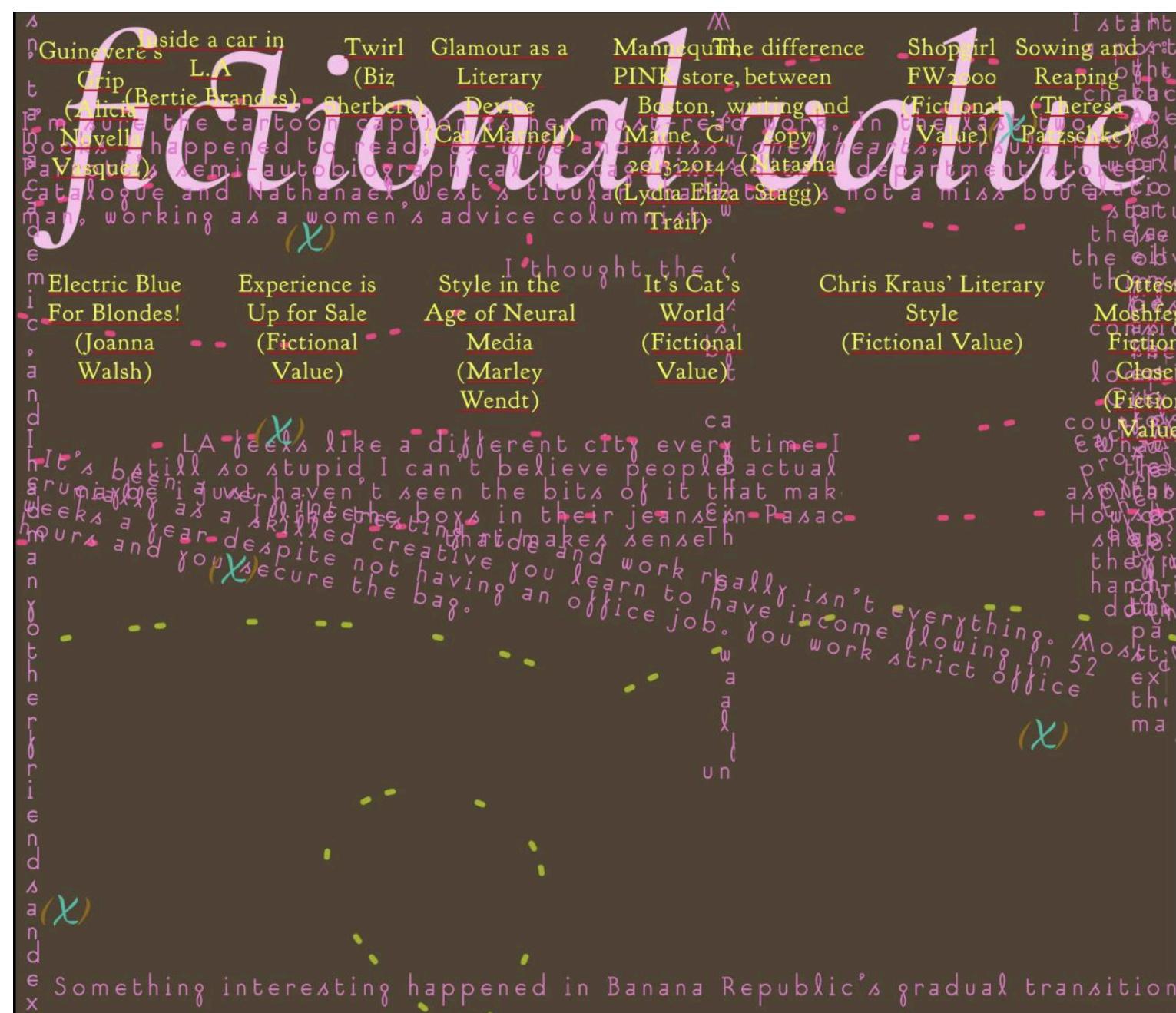
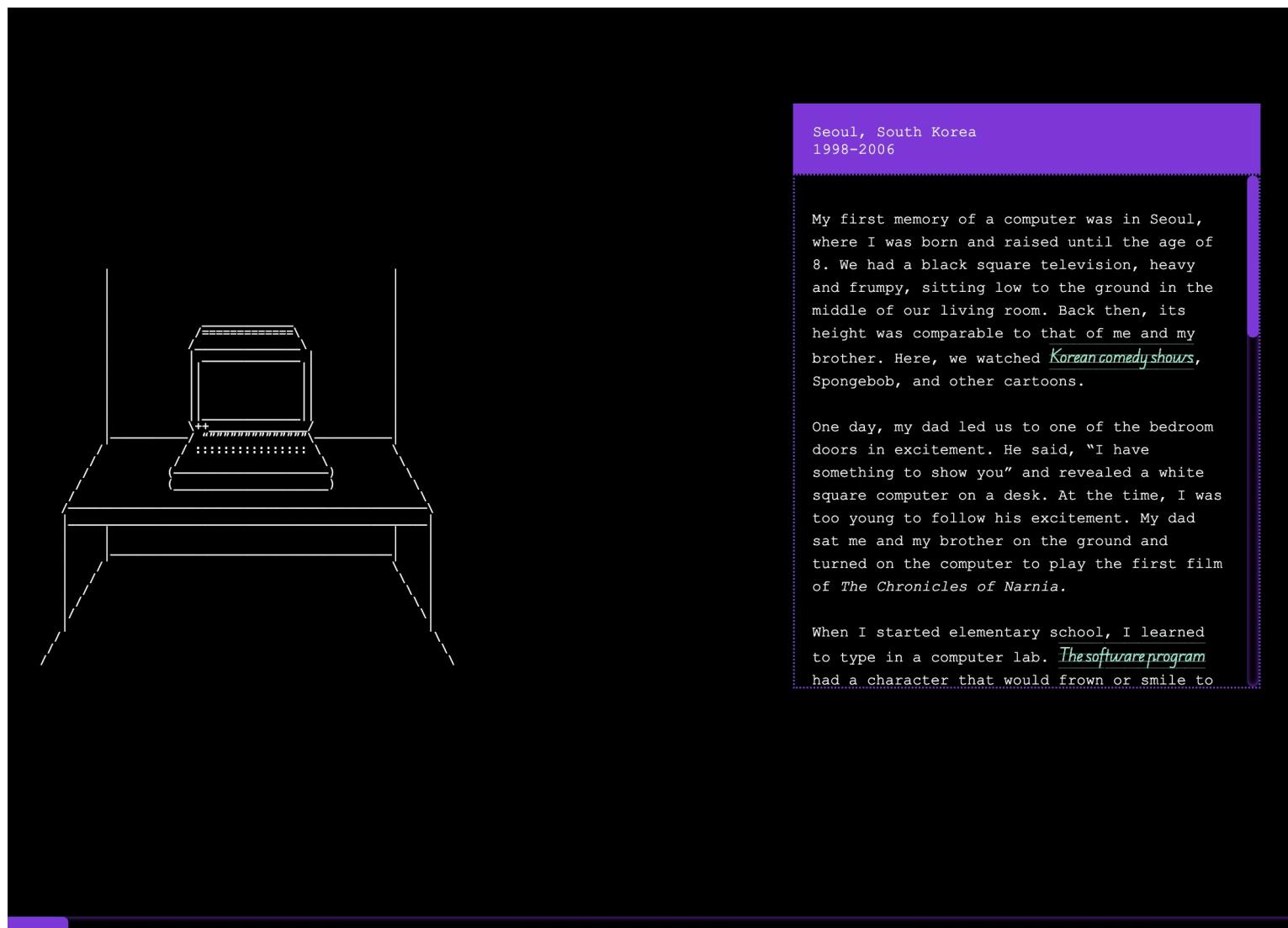
I am a poem I am not software by Robin Rendle

Make yourself a website by Lizbeth Poirier

Reenvisioning the Internet: Create Tools that Reveal its Ideological Infrastructures by Gary Zhixi Zhang

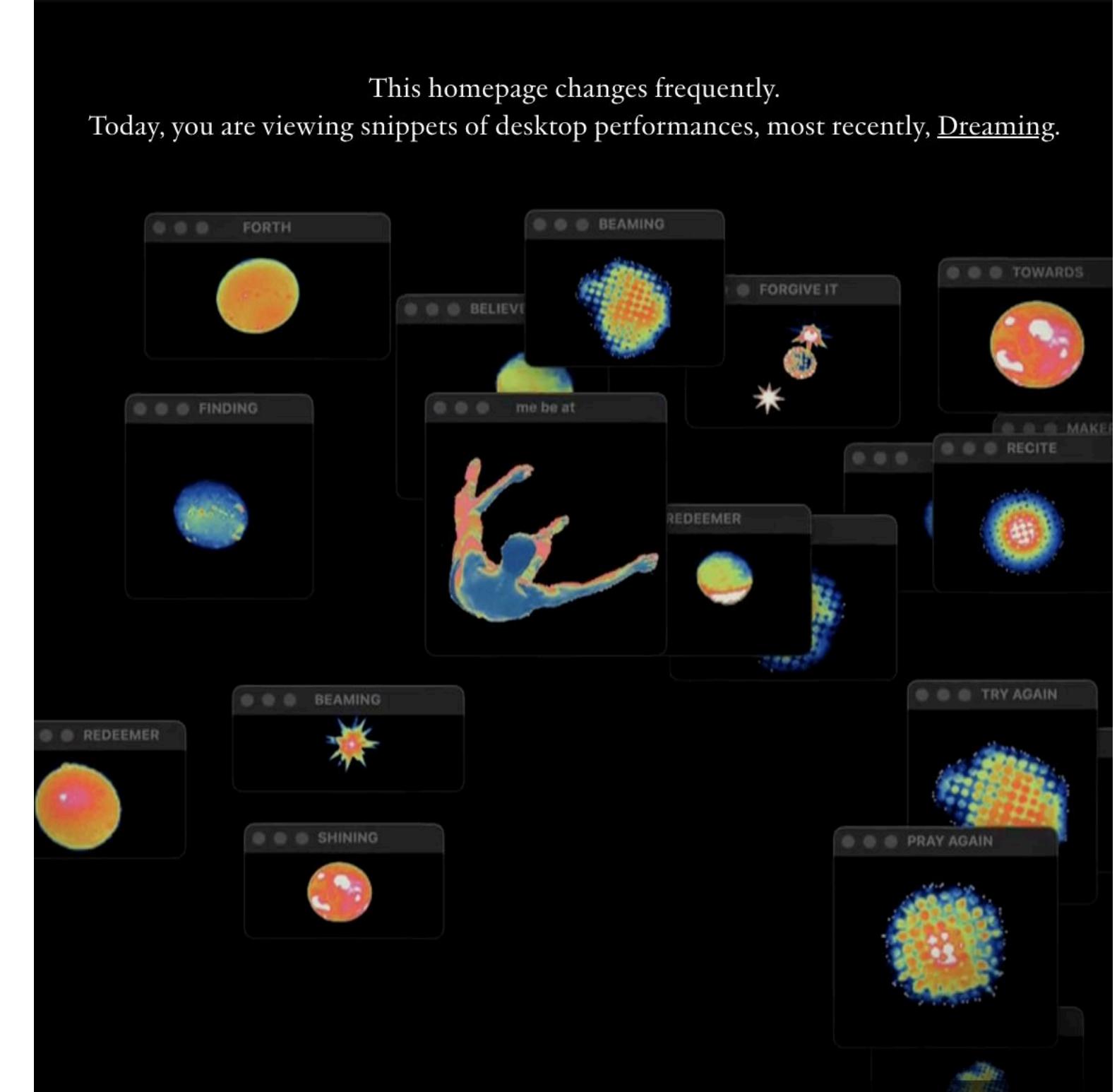
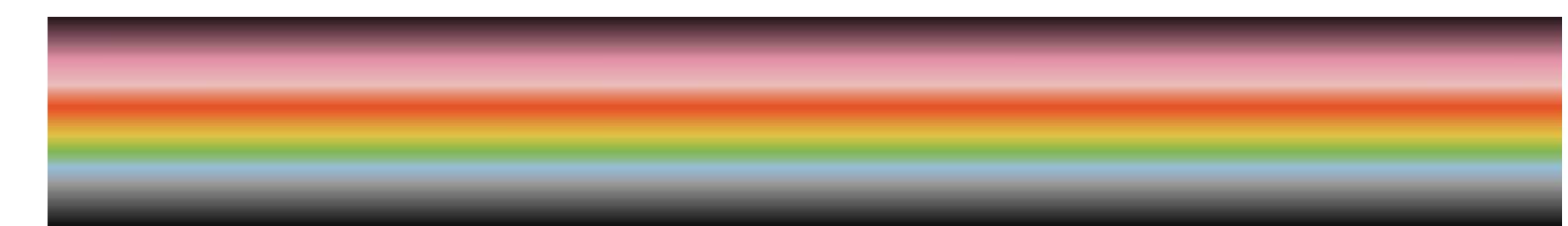
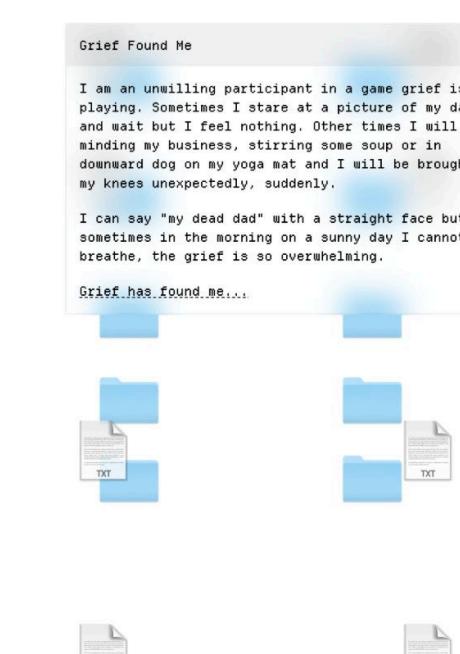
Dreamful Computing by Ned Rossiter & Geert Lovink

Visual Inspiration

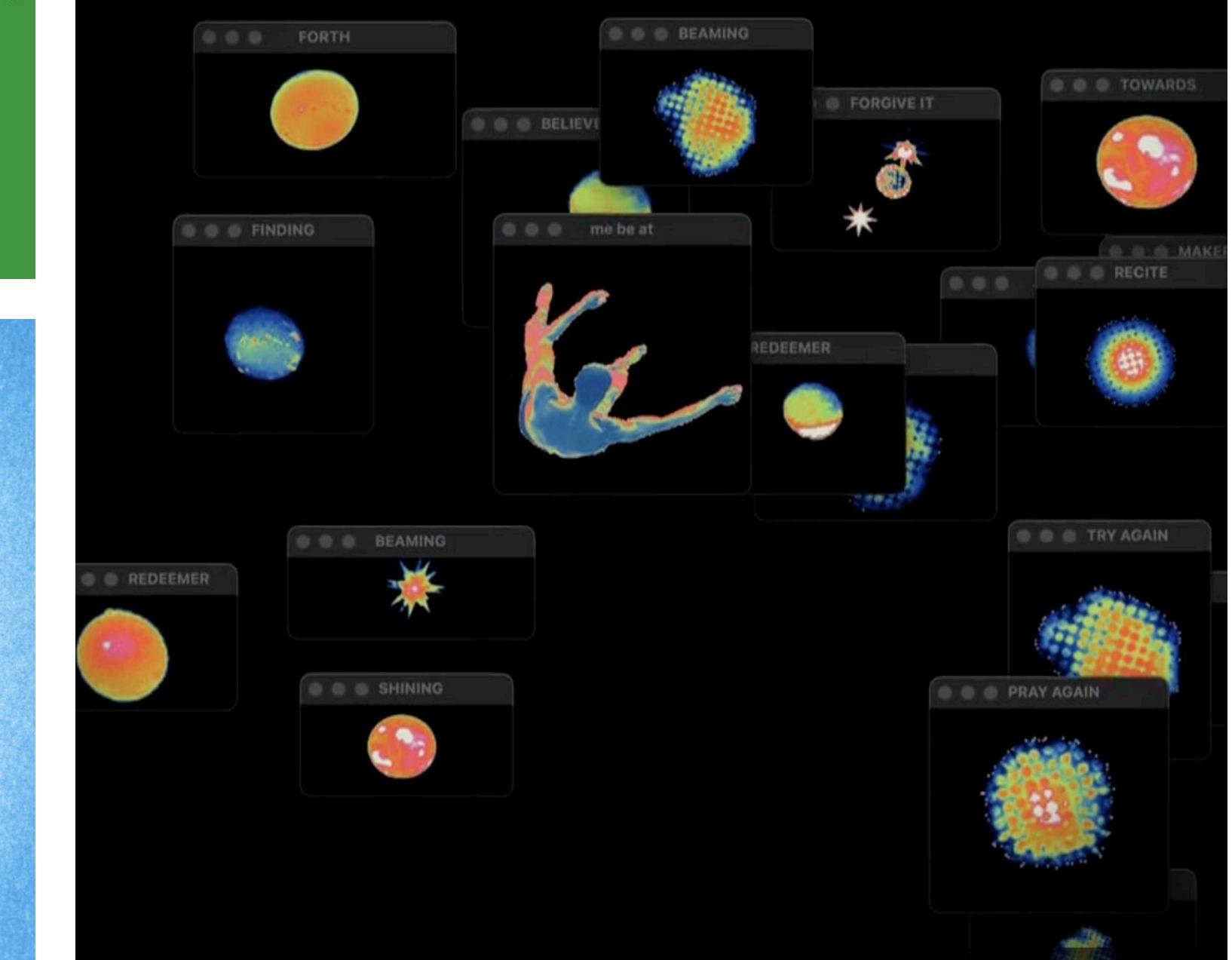


I want
to see my
hopelessness
as a friend

DSGN 372 Digital Design 02



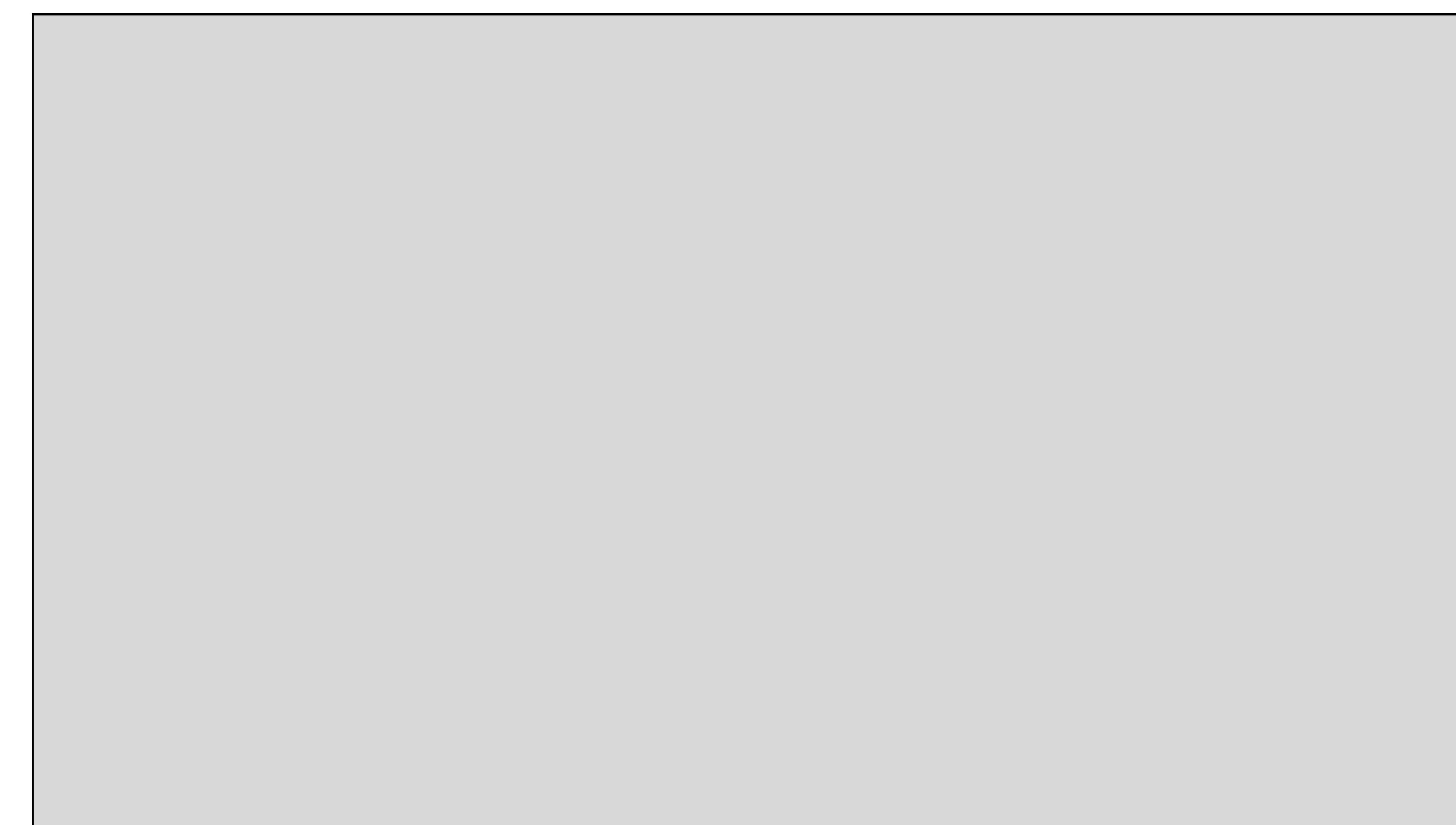
Sofia Choi



Big landing animation/title
scroll to move through before moving down.

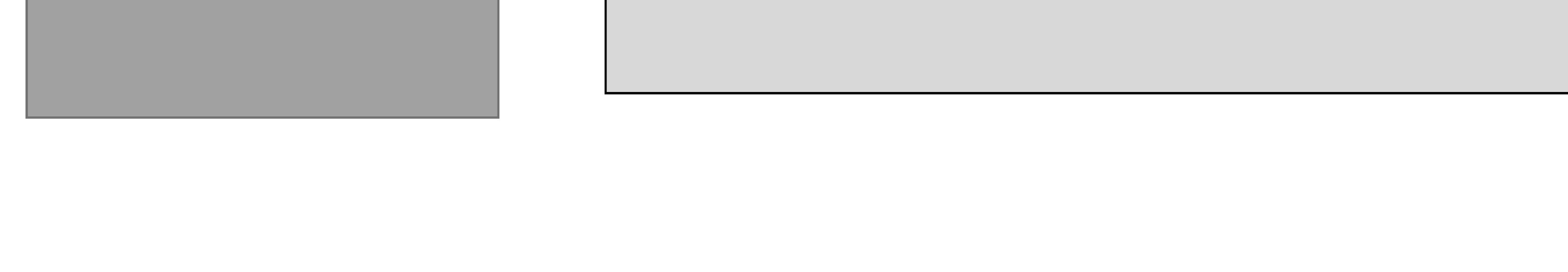


Important definitions/links (poetic web, handmade web, dreamful
computing...)



when certain words are
hovered over, images and pull
quotes pop up

spinnable wheel w. different
websites and articles you can
visit



Plantin Bold Condensed

IBM Plex Mono

Neue Haas Grotesk Text

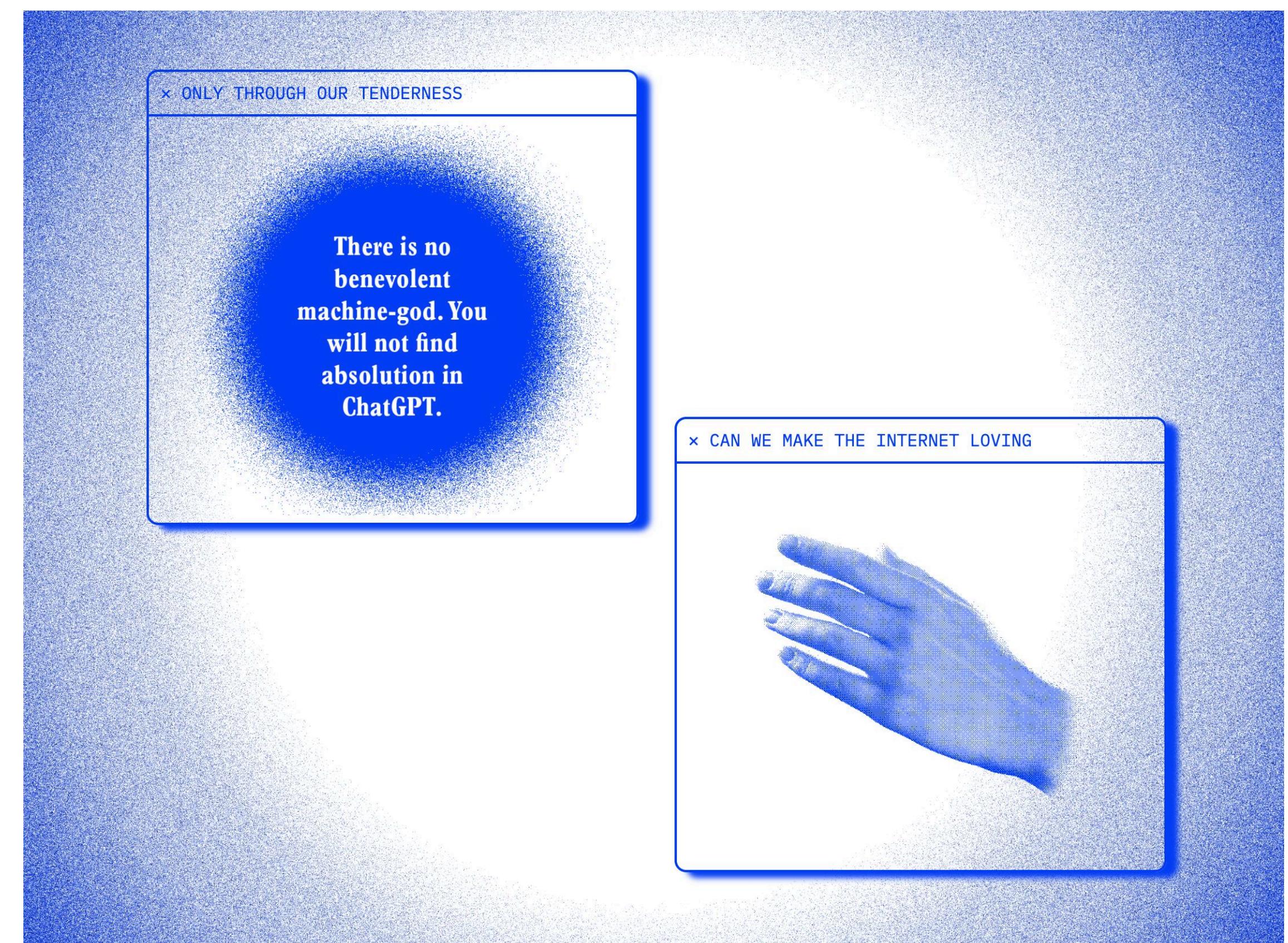


There is no
benevolent
machine-god. You
will not find
absolution in
ChatGPT.

Using my wireframes and prototype, I collected user feedback. Users enjoyed the “old internet” visuals, but wished there was more photography and other visual elements on screen.

Based on my wireframes, prototype, and user feedback, I identified areas of improvement for my final website:

- Continue to lean-into the visual language of the early web without getting overly referential
- Adding another section to the website that features more imagery & text
- Adding hover-over text that leads to image pop-ups





A screenshot of a website with a light blue gradient background. At the top, the title "holy foundational texts of creative technology" is displayed in a large, bold, blue font. Below the title is a horizontal navigation bar with four categories: "ARCHITECTURE", "DREAMFUL COMPUTING" (which is highlighted in a blue box), "HANDMADE WEBS", and "POETIC WEBS". A large, blue rectangular callout box covers the middle portion of the page. Inside this box, the heading "Web Design as Architecture" is underlined in white. Below the heading is a detailed paragraph of text in white, describing the website's purpose and the designer's philosophy.

Web Design as Architecture

Created by designer, writer, and programmer Malte Mueller, this website functions almost as a manifesto for how web design functions as a practice. I really enjoy any website-as-a-place metaphor, and I think this website demonstrates why they are so effective. The process of building a website is the process of crafting a digital space, leaving the user queues about how to conduct themselves and their interactions. It brings to mind geocities – websites literally organized into neighborhoods. Looking back on those websites is like wandering into an abandoned building, with traces of decay and broken links. A website can transport you to another time. Next time you visit a website, consider how its build environment makes you feel, the ways it challenges you or shows leniency, the cultures its nods to.

This project was very satisfying for me. It was challenging to think about the logistics of coding a website while being limited by my coding ability and knowledge. I love hand-coding websites and find the process of slowly writing code and indirectly building structures to be fascinating. I enjoyed being able to express this passion through this project.

Prototype Link

Website Link