

DART 450

# **Project Proposal**

Irresponsive Website

# **Are we really in Control?**

This project revolves around the question of user control. Website and video games have given a sense of control for the user by developing an experience that would give them freedom of choices. However, are this freedom on the internet is real or just an illusion? After all, website are a series of buttons and links with a certain function. The user interface is done in a way that some elements are highlighted more than other leading the users towards this element.

Who is really in control, The user or the programmers and the designers?

# **Bringing the Programmers to the forefront.**

The programmers and designers are the ones that are really in controls of whats is happening in a website as they control the codes and gives function to what would be otherwise only graphical elements. However, they tend to erase themselves as much as possible from a website giving the users little to know thought on who created the website.

This project aim to bring back the programmer to the forefronts by enforcing his prescence on a webpage. To do so, I will create a website that will “voluntarily” not obey to users commands, but will do exactly what I want it to do.

# **Abusive website exercise**

The idea comes from the abusive website exercise that we made earlier this semester. Where I made a website with a toolbar that answer rudely when you click on it.

<https://sstpierre291.github.io/dart450/exercises/exercise05/>

# Abusive design

The concept of abusive design would be a good tool in my exploration and I will focus on two elements in my design.

1. Although abusive, those design are sometimes appealing and brings user interest instead of rejecting it.
2. Abusive design brings forward the presence of the designers as he is constantly teasing the user.

# **Abusive design as appealing**

Abusive design could be sometimes appealing and could become fairly well known in the process. One example of such design would be the game QWOP. QWOP is a nearly impossible running game where one button controls thighs or calves making it extremely complicated. However the video game was rated 4.1/5 on Google Play, despite being nearly impossible to make any progress.

<http://www.foddy.net/Athletics.html>

# **Abusive design as designers voice**

Abusive design bring the users and the designers closer. As it abusive and hard nature brings the user to think about who and why this design was made. One example of that would be the community within the video game Mario Maker. Mario Maker is a game that allows the player to make their own video game levels based on the iconic Mario Bros and upload it. Games. As the community took over some gamers develops insanely hard levels. Those levels sometime become youtube videos where the name of the maker and the level ID are typically shown.

<https://www.youtube.com/watch?v=tcA66TUoxqs>

# **Abusive design for the irresponsive website**

With those two elements in mind I hope to make a website that would both bring interest of the user by its unruly aspect and also brings the user to think, not only of who made the website, but also to think about why this website has been done.



# Possible coding techniques

-Array

- Time and Click delay

-Random Math

-Adding removing CSS function

-Voice library?

-Visual and vocal recognition?

## **Question to be considered**

- How is the website is going to be displayed? (1 page, multiple pages?)
  - The meaning of the website explicit or implicit?
  - What type of website? (fake social media page?)