| RESEARCH STATEMENT

| ARE YOU “THAT” HUMAN? |

In this project, I investigate whether human emotions or feelings, such as love, can be verified through computational systems. The first exploration depicted the CAPTCHA format as a framework and as a visual and conceptual structure for questioning whether love, humanity, or sincerity can be verified through an interface. I distinguished humans from machines by reimagining them as “emotional verification” interfaces. The access depends on personal response rather than on strict rules or correctly typed answers. With this exploration, I wanted to expose the limits of computer communication and the impossibility of fully accessing another person’s heart.

My enquiry evolved from the human question “DO YOU LOVE ME?” to examine how a system might respond to this question and react to the complexity of human emotions. Through iterative experiments in p5.js, I developed machine-generated responses that try to express love by translating it into multiple computational languages, such as emoji, ASCII, code, glitches, and errors. These answers create a bridge between sincerity and generic scripting. Within this project, I tend to ask the viewer to reflect on how technology can reshape intimacy and authenticity and create emotional exchange.



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Love Machines. Faber & Faber.

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My Boyfriend Came Back from the War.
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Available at: http://www.teleportacia.org/war/war2.htm.

3. Turkle, S. (2011).
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4.Piko (2023).
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5. Vilem Flusser (2011)
“Print”
Does Writing Have a Future?
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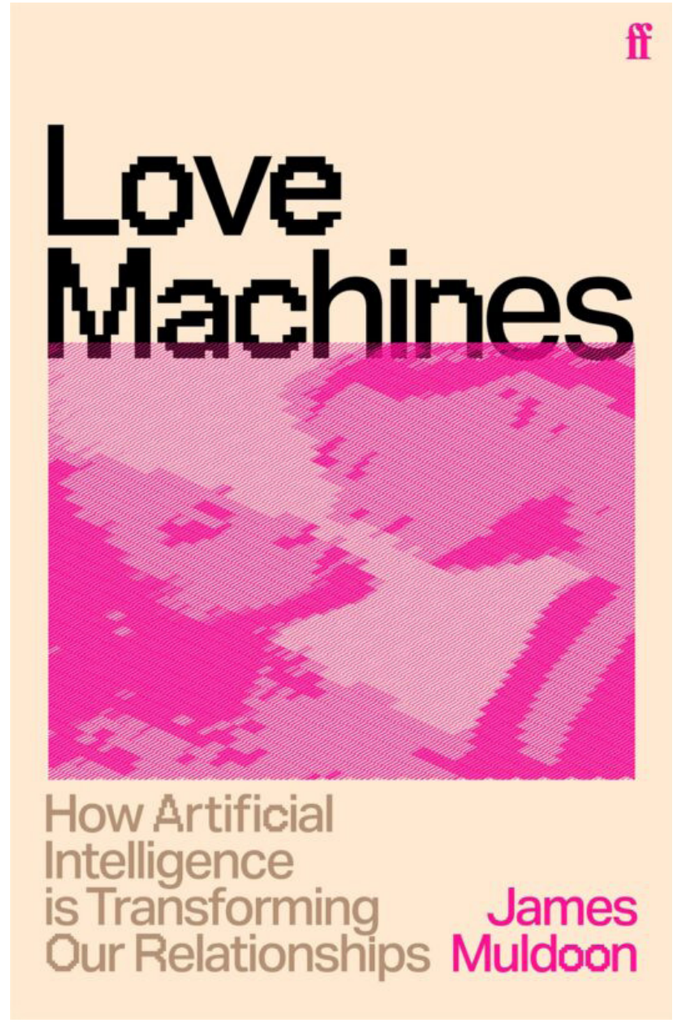
6. Alexander Galloway and Eugene Thacker (2004)
‘Protocol, Control and Network’
Grey Room, 17; pp. 6–29

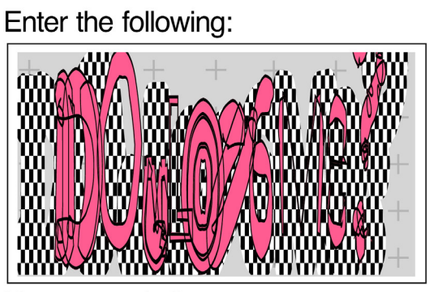
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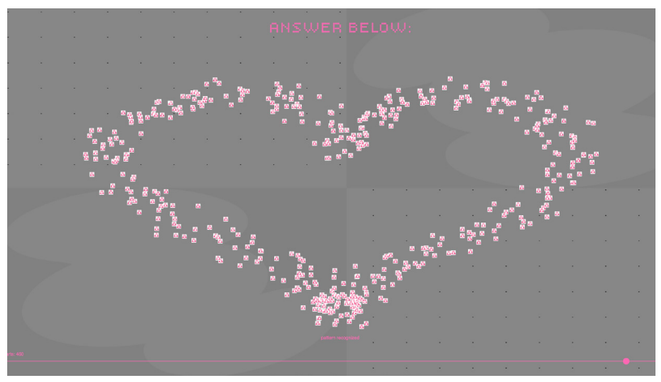
1. Muldoon, J. (2026)
Love Machines: How Artificial Intelligence
is Transforming Love and Relationships.

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- The book examines how AI shape new forms of love, intimacy and connection nowdays.
- Muldoon's Love Machines is a core to my project because it addresses human relationships with machines and its influence on users. It helped me shift my work from CAPTCHA as verification toward the question of machine response and the possability of the maschine to understand and express love. I began to ask how a machine might construct an answer to love and what language it can express it. This changed my project from a question-based system into a response-based. The work no longer asks for proof, but via code generates answer through emoji, ASCII, code, text, images, and errors. Muldoon's reference helped me to construct the critical question for the second part of my project. I explored human love feeling as something mediated by technological systems

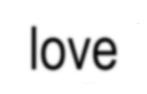







emoji


ASCII



text


pixel forms


images

```
emojis = ["💞","💝","💓","💘","💖","💗","💟","❣️","💔"];
chosenEmoji = "💖";

asciiSymbols = ["<3", "♥", "♡", "luv", "xoxo"];
chosenAscii = "<3";
```

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2. Lialina, O. (1996)
My Boyfriend Came Back from the War.

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- The work unfolds through clicking hyperlinks, splitting the browser into smaller frames (The line graph was more relevant to my work).
- Olia Lialina's work is important to my project because it uses the browser as a space for emotions. Love story shown through frames, clicks, images, and text, mostly similar to visual novels. This helped me think about the website not just as a digital space, but as a space to shape emotional experience, including which language (CAPTCHA, ASCII, and others) I use in my project for answering. In my project, I work closely with human emotions. The question: DO YOU LOVE ME? is really human-based and symbolic. I use frenzied motion and the rising sound of a heartbeat to highlight its emotional value. What differs my work from Olias's is that I want people to question the emotions they get from responses rather than follow a story just to receive an answer. Overall, Lialina's work supports my interest in how intimacy can be broken down into an interface, where the user receives emotion through interaction.



TIME:
00.03.25



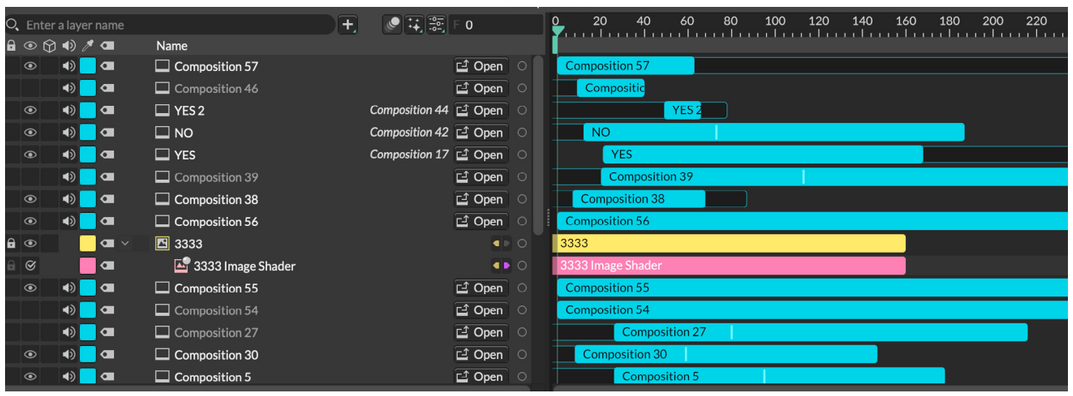


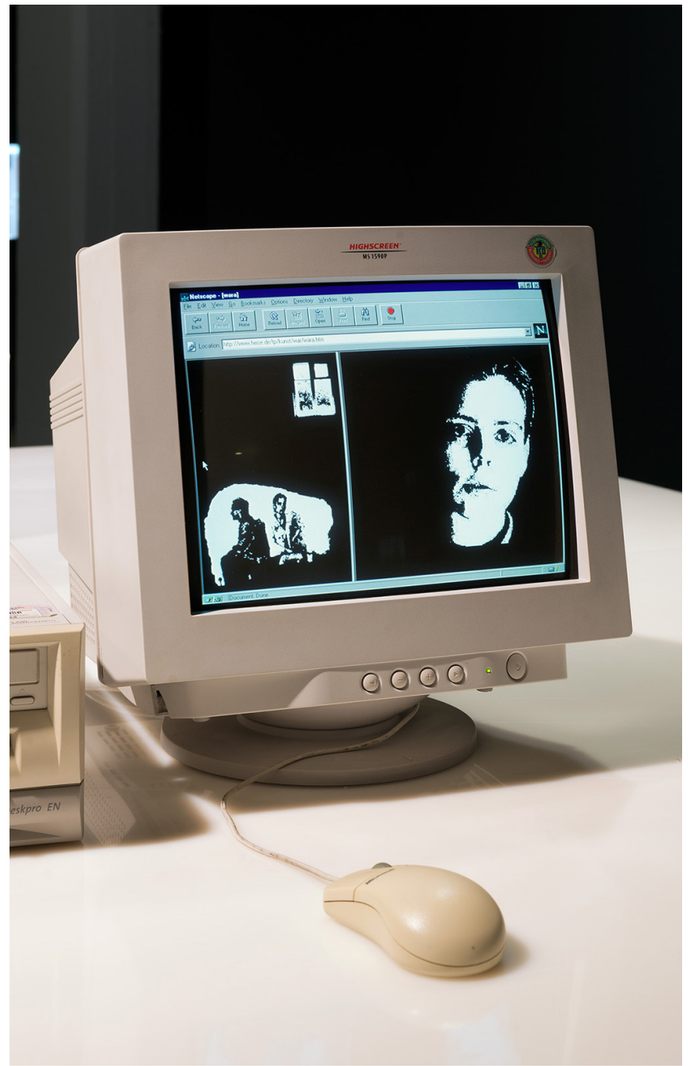






TIME
00.10.44





HEARTBEAT:



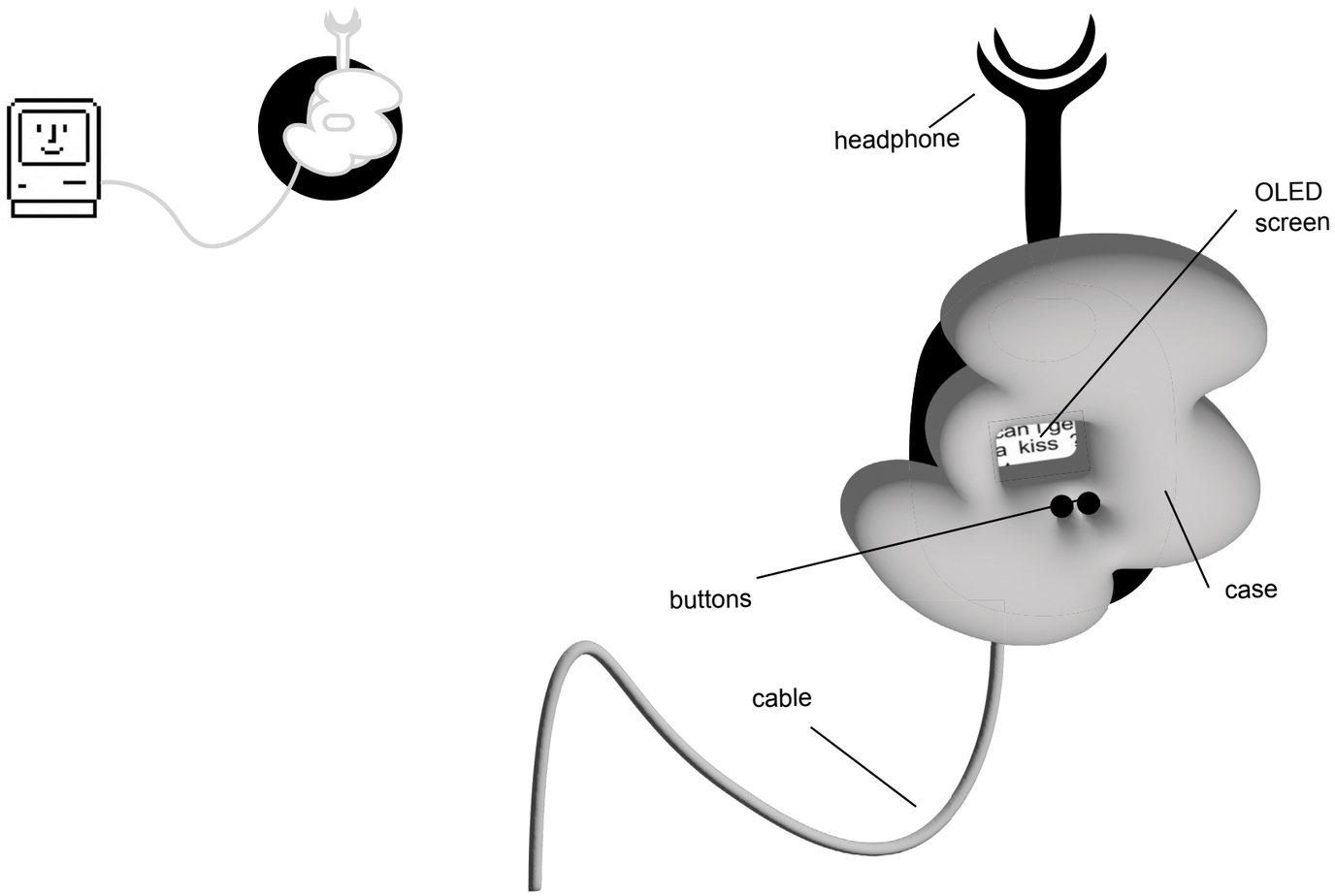


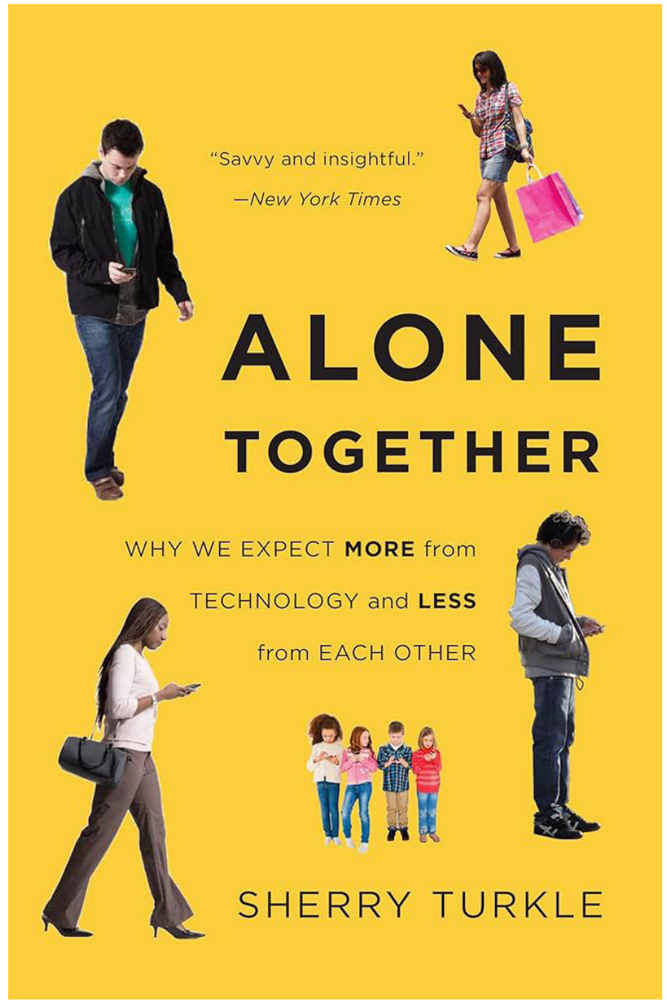
| BIBLIOGRAPHY |

3. Turkle, S. (2011) Alone Together: Why
We Expect More from Technology and Less
from Each Other.

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- The writing expresses the idea that technology can become an “architect” of intimacy and how the interface influences our emotional state.
- This book was mostly helpful to research about intimacy and technology. Turkle’s writing pushes me to think critically about connection and the realisation of one of the main ideas: being connected does not necessarily mean being emotionally close. This had more influence on my OLED experiments as an addition to my main outcome. Initially, OLED screen was a physical bridge between human and computer. Since it only activates when connected to the system (to the computer), I created a Headphone wearable model device that physicaly make conection with the human through the cable. This connection is intimate and creates a private experience (prototype).





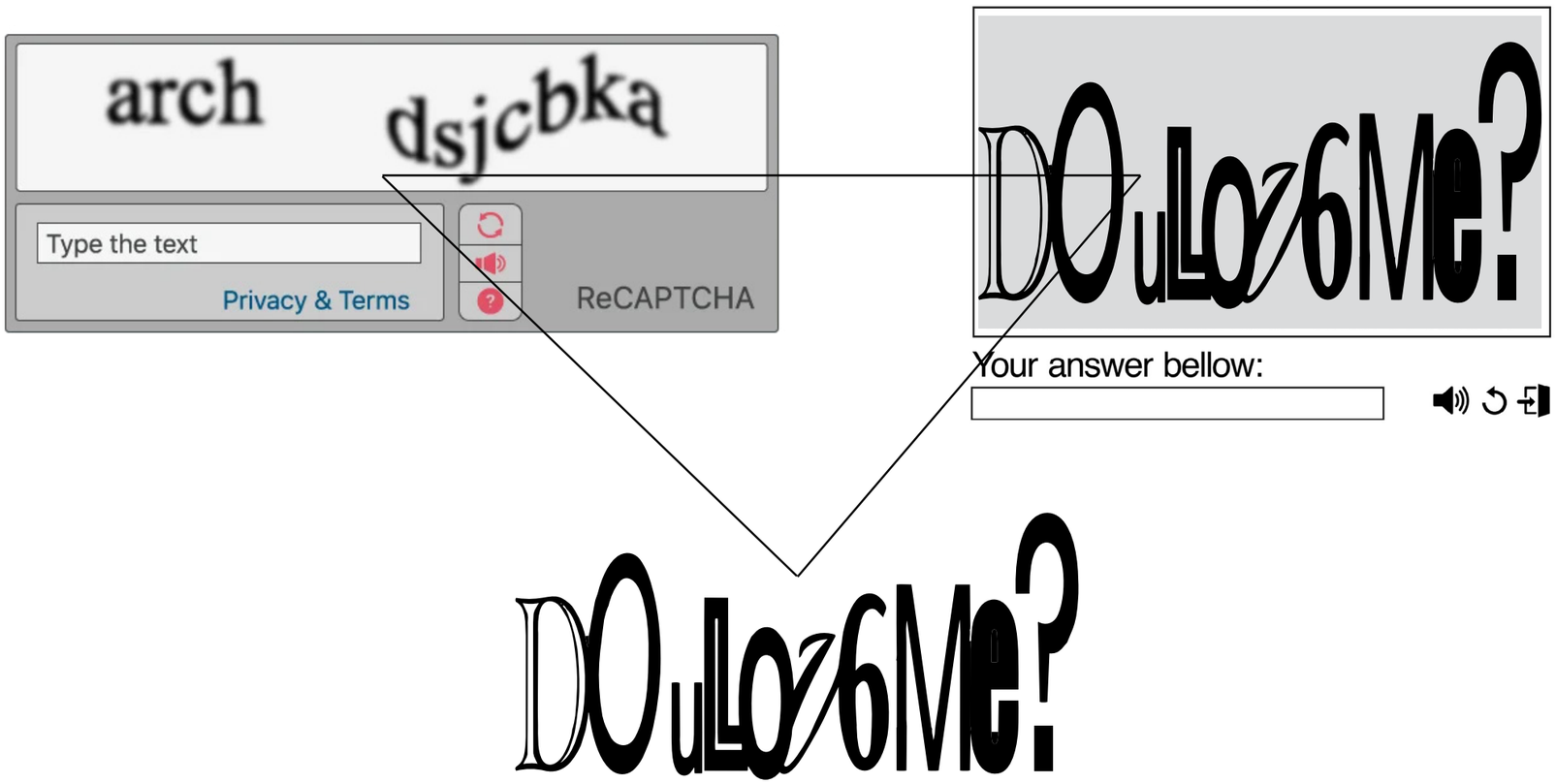
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4. Piko (2023). The Impossible Captcha Test.

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- An interactive system where users are asked to complete a CAPTCHA that is intentionally almost impossible to solve.
- The idea of a verification system that collapses or produces failure rather than confirmation, exposing the instability of machine-based judgment. This approach is linked with my use of CAPTCHA as a framework and main tool. However, instead of making the test visually difficult, I replaced it with emotional difficalty by adding a human question and changing into a typography CAPTCHA format. Similar to this installation, my CAPTCHA system refuses to produce a stable answer. It is the process of a computer to continuously fail, to construct an emotional answer for the human question. Instead, it uses his own ways to express this “feeling”. This reference helped me to understand how CAPTCHA can be a graphical tool to transform systems of control into spaces of uncertainty.





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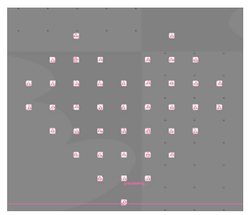
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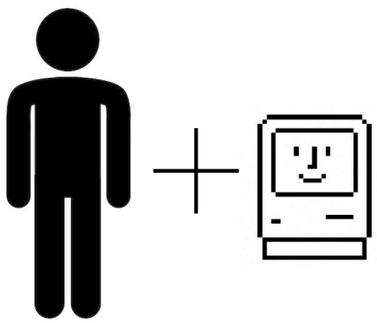
- Chapters explore how language shifts from expressive writing to computational systems.
- Vilém Flusser explains how various meanings, texts, and words are now generated through technical structures, in the format of a code or other computer language. I asked what if the question “DO YOU LOVE ME?” will no longer be answered by human or by traditional human ways of responding, but by a computer. I collected multiple computational forms of answering, such as ASCII, emoji, code, and glitch. By this, the system generates fragmented and inconsistent outputs, encoded by me through the HTML code. I linked my experiments with Flusser’s argument that writing is being replaced by code-based systems, which influences the meaning it constructs. In my project, it is not a writing, but a feeling - love. It becomes something that is always processed rather than expressed in one way. This reference helped me to reflect on a broader relationship between human communication and computational language, where emotion is always destabilised and encoded.

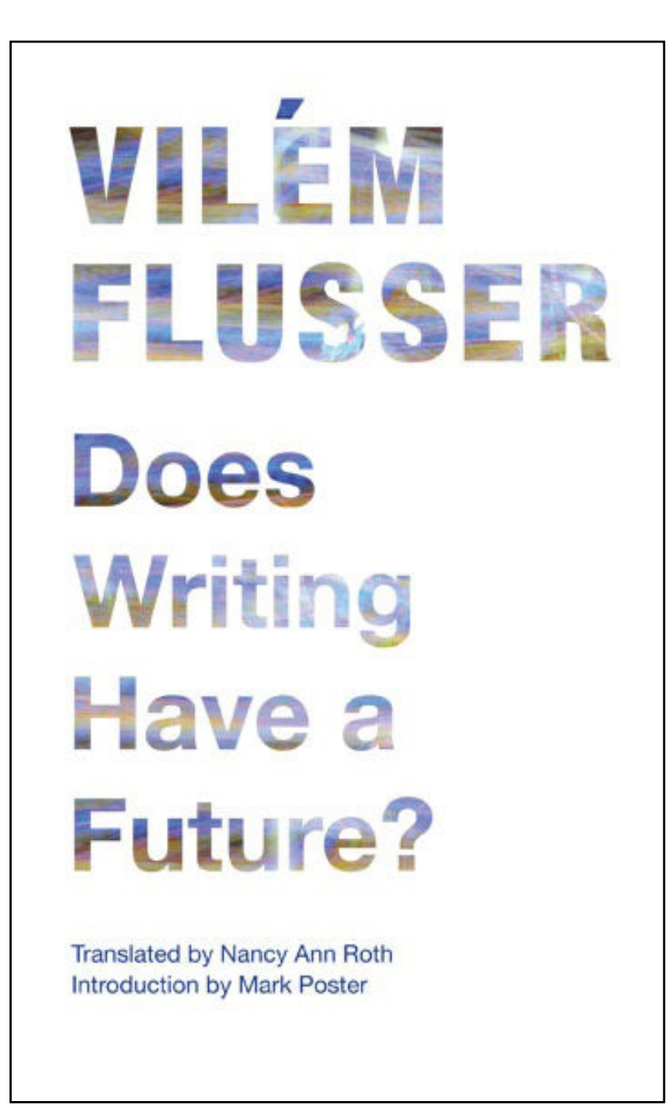
```
391   let pixelShape = L
392   let cell = max(10,
393
394   let pattern = [
395     "001000100",
396     "011101110",
397     "111111111",
398     "111111111",
399     "011111110",
400     "001111100",
401     "000111000",
402     "000010000"
403   ];
404
```

code



emotion





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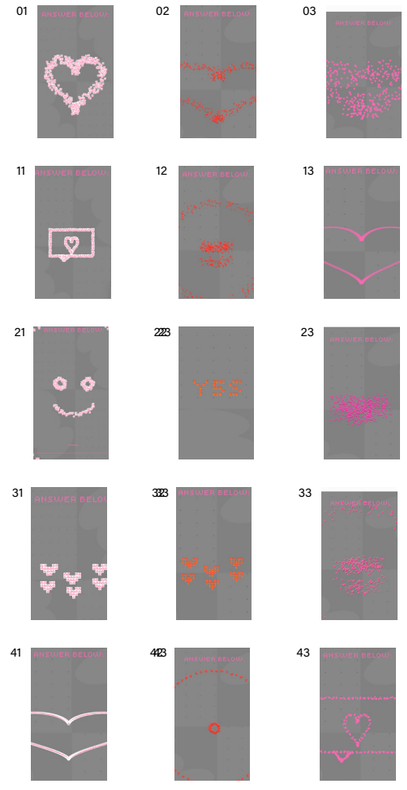
6. Galloway, A. and Thacker, E. (2004)
‘Protocol, Control and Network’, Grey
Room, 17, pp. 6–29.

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- Critical framework for understanding CAPTCHA as a system of control embedded within networked interfaces.
- Alexander Galloway and Eugene Thacker talk about “protocol” as a sort of governing structure that regulates behaviour through rules and validation. I linked CAPTCHA as one such protocol because it distinguishes between humans and machines through strict rules of verification (correct/incorrect answers). In my project, I tried to adopt this structure but disrupted some of its functions. Instead of verifying and answering, the system asks for emotion. The question “DO YOU LOVE ME?” cannot be measured or validated through logic or strict rules because of its nature. The protocol in my progect begins to fail and produces unstable, generative outputs that never resolve into a final answer. This reference helped me in framing my work as a process of how strict code lead to unstable subversion of protocol. I reveal how technological structures struggle to process intimacy and sincerity. The technological control fails.

```
391   let pixelShape = [];
392   let cell = max(10, width * 0.04);
393
394   let pattern = [
395     "001000100",
396     "011101110",
397     "111111111",
398     "111111111",
399     "011111110",
400     "001111100",
401     "000111000",
402     "000010000"
403   ];
404
405   for (let row = 0; row < pattern.length; row++) {
406     for (let col = 0; col < pattern[row].length; col++) {
407       if (pattern[row][col] === "1") {
408         let x = width / 2 - (pattern[row].length * cell) / 2
    * cell;
409         let y = height / 2 - 40 + row * cell;
410         pixelShape.push(createVector(x, y));
411       }
412     }
413   }
414
```

code = control



code ≠ control = fail

