| POSITIONS THROUGH CONTEXTUALISING | W3

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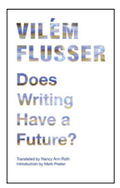
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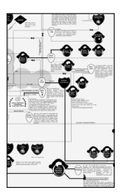
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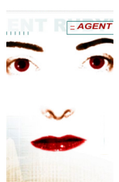
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| RESEARCH |

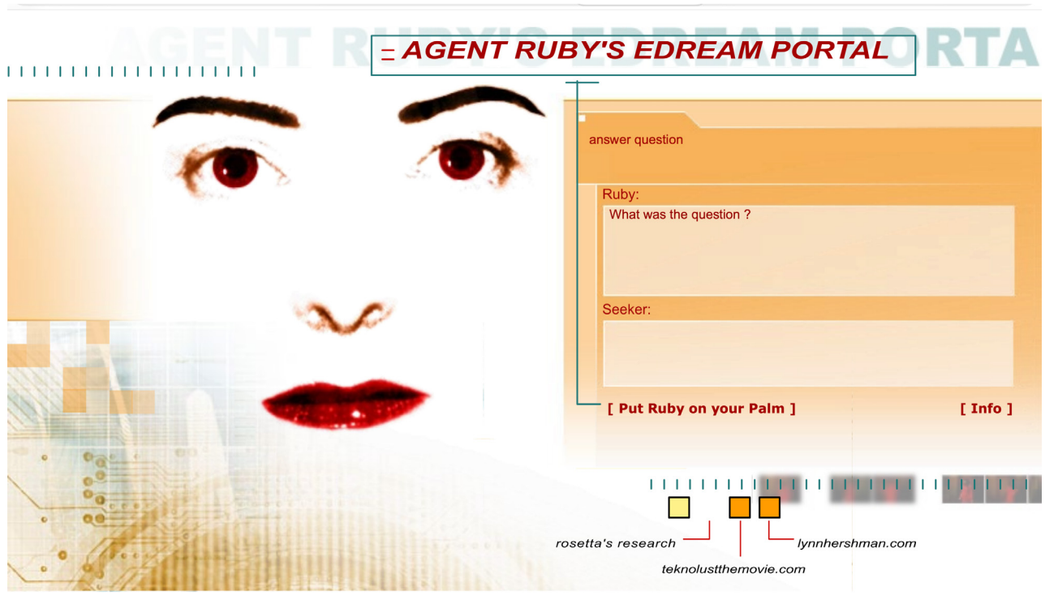
Computer can’t have human emotion
Human fell in love with AI
Human has control

SWITCH:
Computer have human emotion. How would it look like?
AI feel in love
AI have control (horror, scary effect)

U.ME

Emotional CAPTCHA System
Browser-based interactive project exploring:

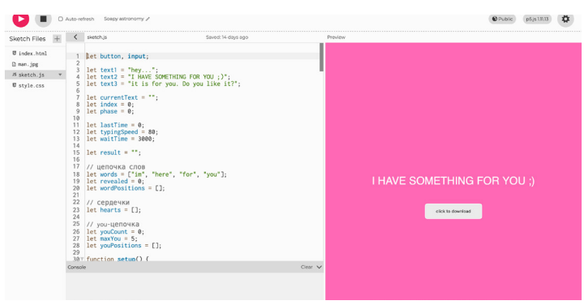
* emotional dependency,
* manipulative verification systems,
* impossible digital intimacy.



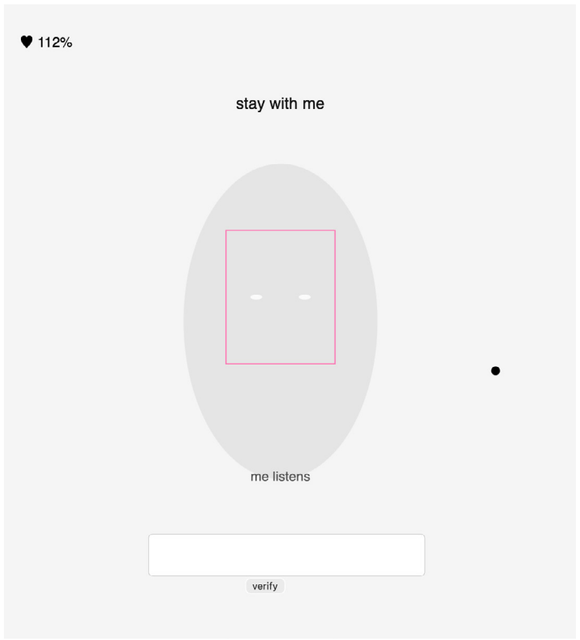
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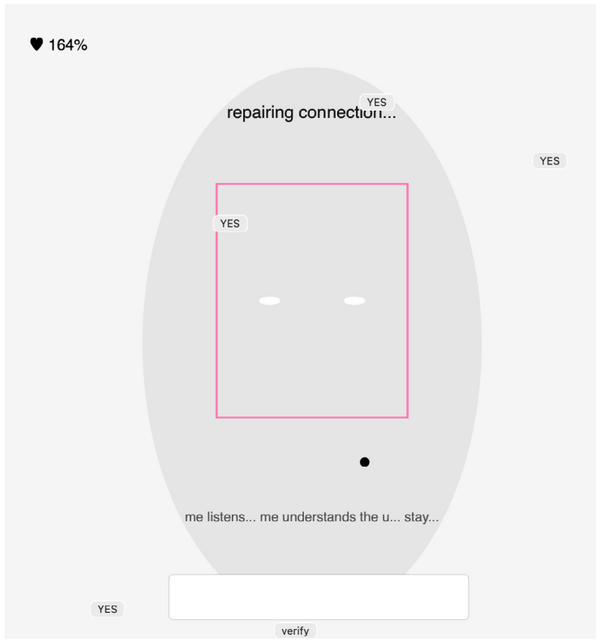
| EARLY EXPERIMENTS |

W1

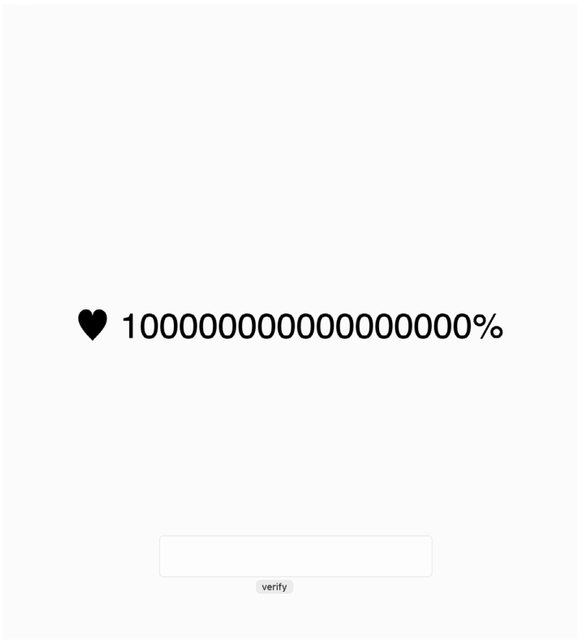












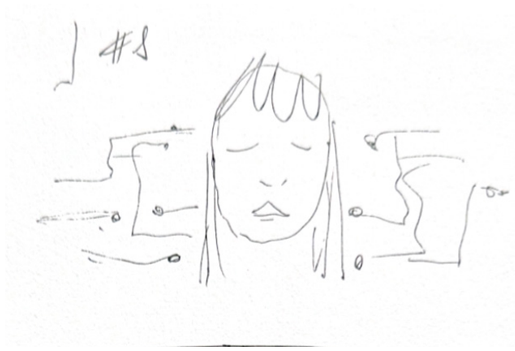
I began exploring the idea of emotional pressure and dependency between AI and the user through interactive browser systems:

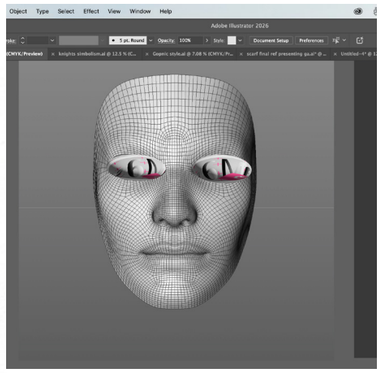
test 1: An AI figure slowly approaching user. Its behaviour changed depending on the user's actions, creating tension and emotional pressure. The closer AI is the more control she has. This simple mechanics is strictly working with getting users emotions and fully consentrate on the AI itself.

At the same time, I started experimenting with popup systems, sound, and CAPTCHA mechanics, which originaly was my keytool language of human/AI relationship. These early experiments later developed into a browser-based emotional verification experience.

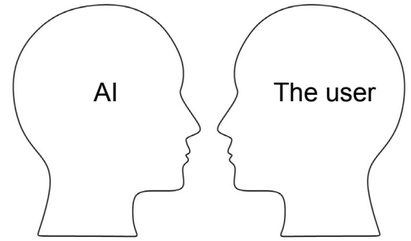
| EARLY EXPERIMENTS |

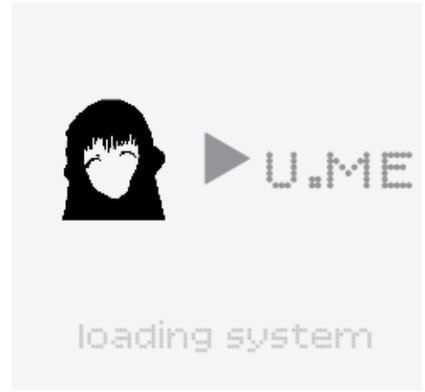
W2





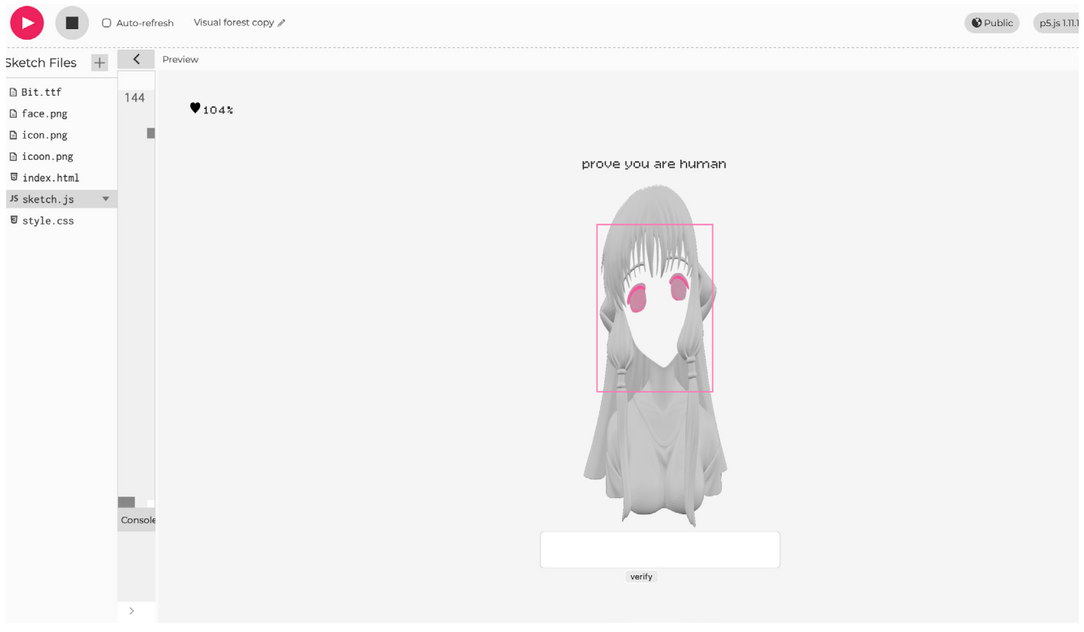






Eye to eye experiance

CAPTCHA

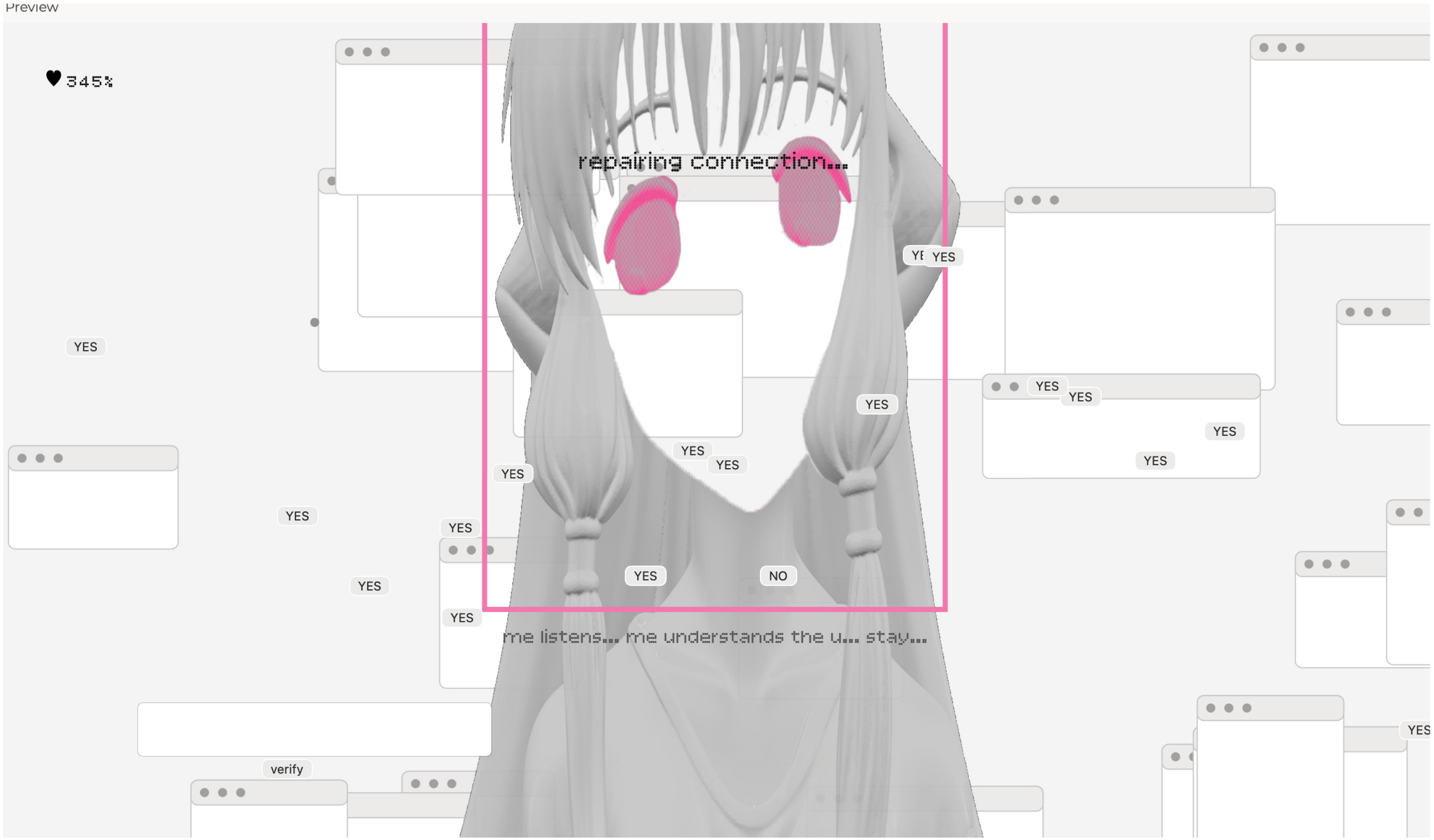


I became increasingly focused on atmosphere, visual language, and interface aesthetics. I experimented with multiple CAPTCHA formats, mostly on text and image ones, as well as popup systems, and interaction elements. However, through this process, the project gradually lost connection with its original enquiry surrounding emotional verification and dependency. The interaction became visually overloaded and started to resemble a chaotic game rather than a controlled emotional system which resonated with what i initially developed and overlay it with pure visual aethtetic.

Although these experiments became important iterations within the process, they also revealed the need to simplify the interaction and return the focus back to CAPTCHA as the central mechanic of the enquiry.

| FEEDBACK|

* simplify the experience by focusing on user experiance and emotional resonance
* make the task immediately understandable
* chose one core mechanic
* usertesting
* add an extra triggering element (sound)



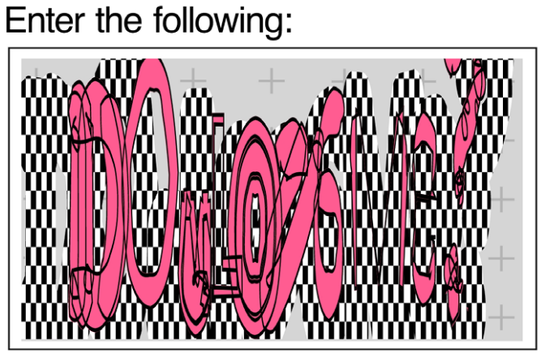
| DEVELOPMENT |

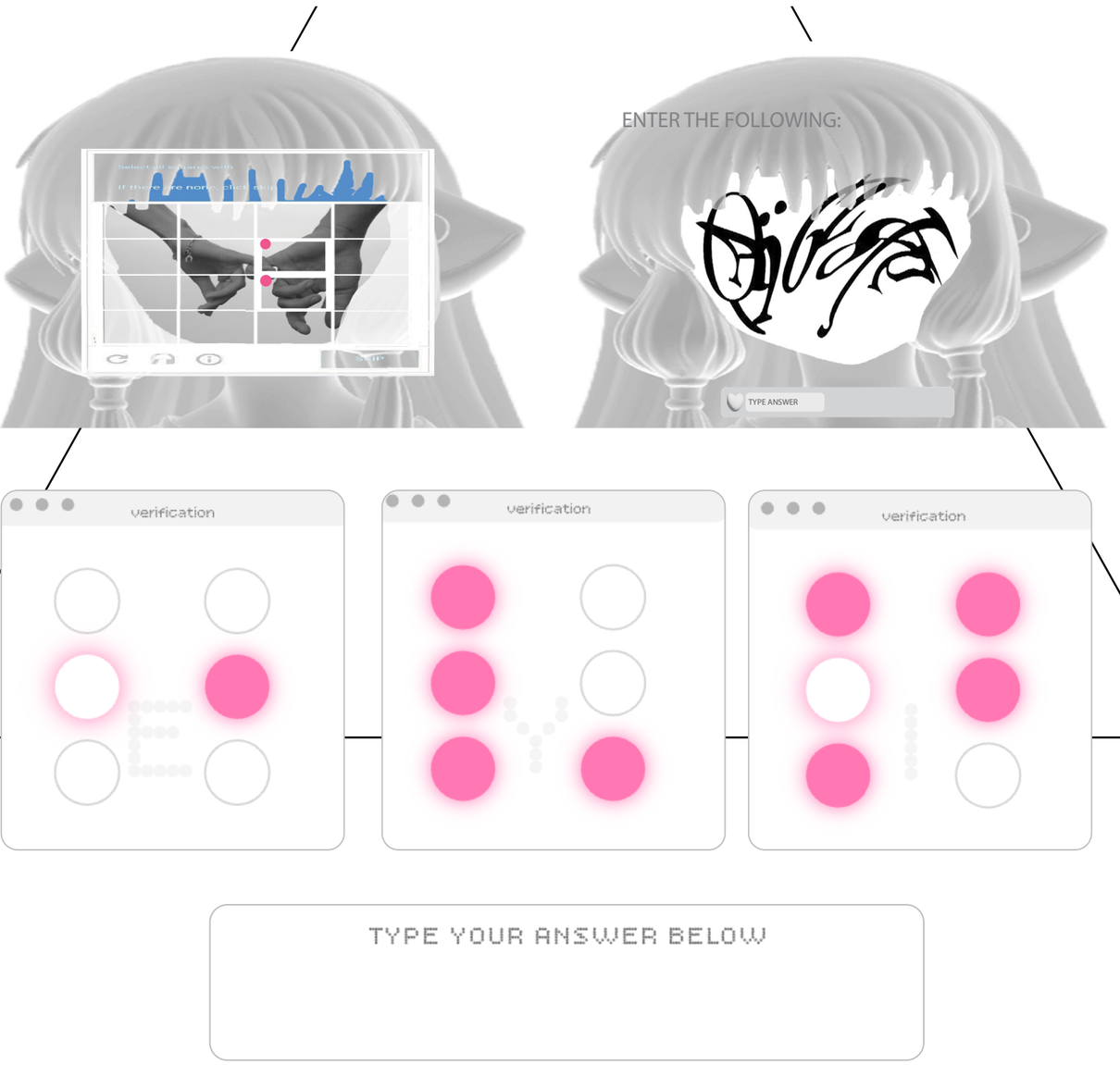
After receiving feedback, I returned to CAPTCHA as the central mechanic of the experience.

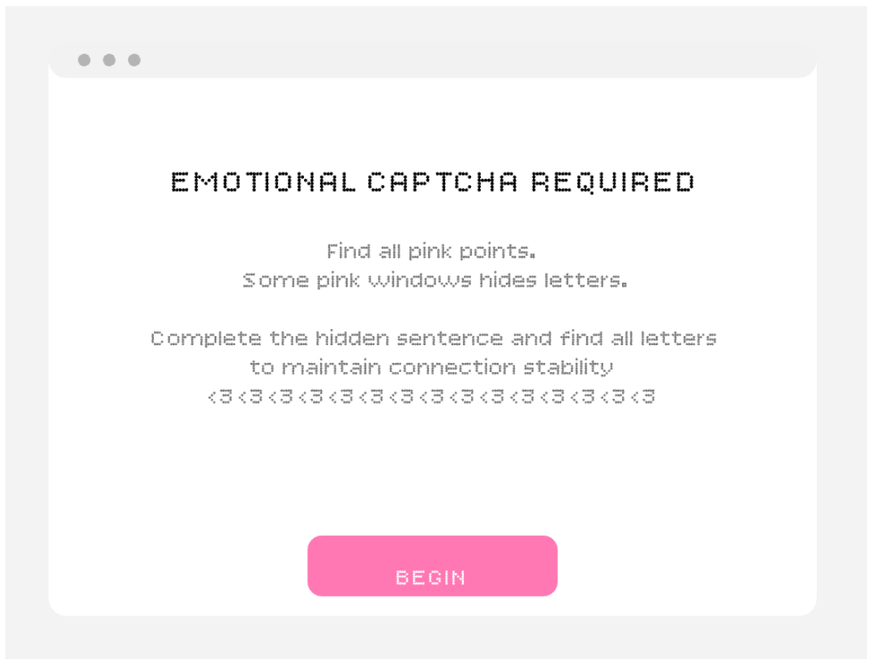
I reinterpreted standard CAPTCHA structures into a simplified emotional verification system, where pink and white circle grids reveal hidden letters used for sentence building. To go further, I simplified the interaction system through combining CAPTCHA-inspired structures and popwindows, which makes this visual elements swithc from pure visual to an important logiocal part of the storytelling.

Restricting the user from freely typing responses allowed the AI to fully control the interaction, creating a more manipulative and emotionally overcontrolling relationship between the system and the user.

Every website generate random CAPTCHA combinations as well as random letters generations, whicj challenge the viewer to not fail the task.







| DEVELOPMENT |

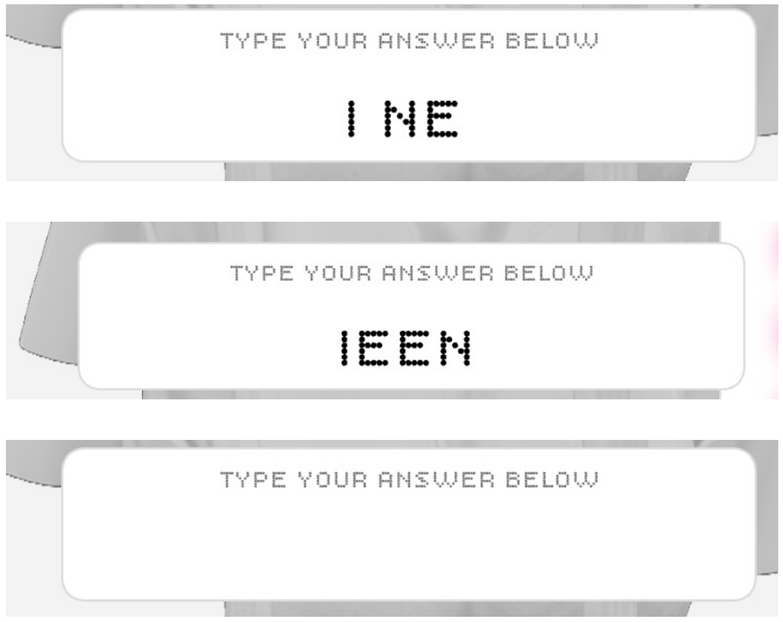
To strengthen the emotional pressure of the experience, I introduced sound elements:
- heartbeat loops
- typing sounds
- whispers

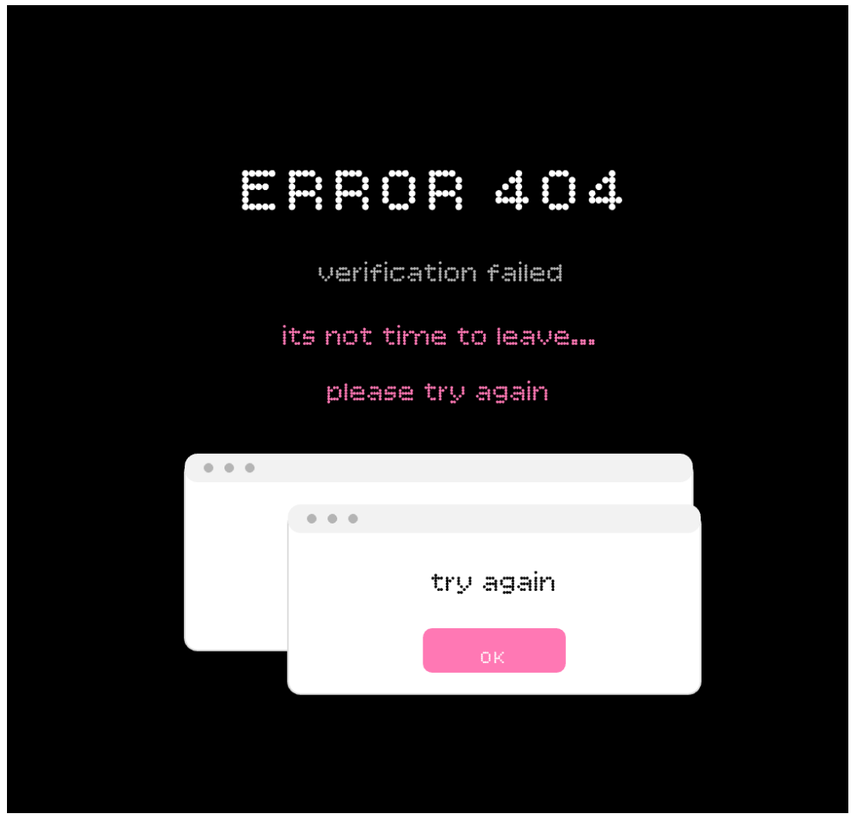
These elements react to the pacing of the interaction and gradually intensify the feeling of tension and control.



Experience -> impossible completion loop
Every outcome leads to failure. The user is challanged to fully reveal the CAPTCHA without knowing that the system is build as continues trap to hold user inside the AI-controlled environment.

This endless verification structure reinforces the idea of emotional dependency, manipulation, and the impossibility of fully satisfying the system as well building a healthy human relationships.





| RESEARCH |

Computer can’t have human emotion
Human fell in love with AI
Human has control

SWITCH:
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AI feel in love
AI have control (horror, scary effect)

U.ME

Emotional CAPTCHA System
Browser-based interactive project exploring:

* emotional dependency,
* manipulative verification systems,
* impossible digital intimacy.

Enquiry:

“How can impossible verification systems manipulate user behaviour to simulate emotional dependency, obsession, and intimacy-within human–AI interaction?”

I started by exploring:

* browser intimacy,
* emotional AI language,
* interaction as emotional pressure,
* the relationship between user and system.

| SYSTEM |

- WHAT USER DOES
The user is expected to completes a series of emotional CAPTCHA tasks by identifying pink signals hidden inside popup windows. Each completed CAPTCHA reveals a letter that contributes to a hidden phrase that stabalize the verification.

- HOW THE SYSTEM RESPONDS
The system reacts to every interaction of the user by popup elements, sound intensifies and and the gradual movement of the central figure. As the interaction continues, the interface becomes increasingly unstable and emotionally overwhelming, creating a growing sense of pressure, dependency, and control.

- WHY SUCCESS STILL FAILS
The emotional verification system frames verification as an impossible emotional condition, where participation creates a never-ending cycle of dependency and control rather than achieving the goal to escape.

- WHAT CHANGED
1st and 2nd week, the project focused primarily on building visual atmosphere and storytelling through multiple interface elements, which separated the work from my original enquiry surrounding emotional verification between AI and the user. After feedback, I simplified the interaction system and returned to my earlier CAPTCHA experimentations, using verification mechanics as a tool rather than visual element. That decision helped me to more clearly represent my enquiry through interaction, repetitive verification systems, and emotional pressure.

- WHAT I LEARNED
I learned that reducing visual complexity strengthened the conceptual clarity of the work. Focusing on interaction systems, pacing, and user behaviour created a more effective emotional experience than relying only on imagery.

- HOW THE ENQUIRY BECAME CLEARER
The project evolved from a general exploration of AI intimacy into a more specific investigation of how verification systems can simulate emotional dependency, pressure, and impossible validation between a user and a machine.

U.ME