

Waiting For Godot

Intention:

To experience time leisurely with frustration and disturbance.

It will begin with a white, vacant screen. When the user first moves the mouse, a play button will appear. This indicates a present track which will be playing, in this case, the script for Waiting For Godot by Samuel Beckett. When the play button is pressed, it will automatically disappear. The user encounters and faces the open interface. However, during the track, pauses will occur and the play button will appear again on the right hand corner, confusing and frustrating the reader's comprehension of the story and experience.



The script for Waiting for Godot plays



The track paused, a play button appears.

