

[Sound On](#)

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Annotations: Home page - Background is solid black giving focus to the central image. The reader controls the narrative by hovering over the rotating navigation or by using the slider. Reader selects a color without reading a label to access the inside pages. Audio for the homepage is dark and ambient creating a dark almost eerie setting. The interactive navigation element makes the experience non-linear because the viewer decides what to view and in which order.



In today's society, sloth or laziness has also become an epidemic.

Many Americans don't want to work, because they were raised with a spoon in their mouth. Children are being raised to be irresponsible and are not taught the value of hard work. Americans expect to be supported by family relatives or the government if they don't work. These types of irresponsible values are empowered by video games, cable television, and the Internet. Sloth also leads to obesity and health problems. With the invention of online gaming, fast food, delivery pizza, television, tivo, all your needs are met. You don't have to get up off the couch!

What do you think?

You would rather spend the day watching youtube instead of going outside?

TRUE

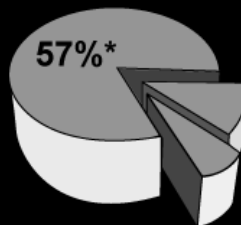
FALSE

TOO MUCH TO
THINK ABOUT

Add to quiz

Save

What others thought



*FELT THIS WAS JUST TOO
MUCH TO THINK ABOUT

Share with others.

Send a quiz to friends or post to your profile. Choose your questions by checking 'Add to quiz'. Then enter an email address below:

Preview

Email Address

Email

facebook

Twitter

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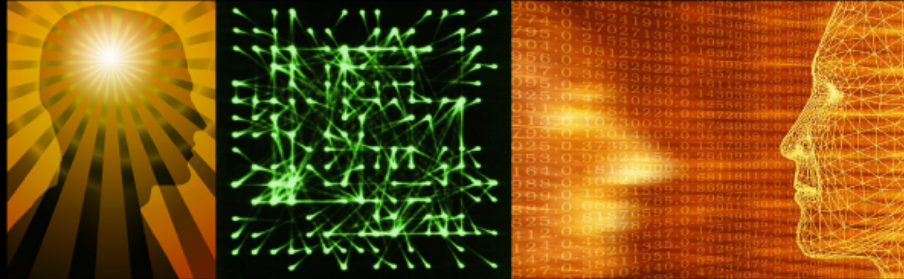
Annotations:

Interior page - SLOTH: Reader has arrived at one of the seven deadly sins interior pages. The title of the page indicates which Sin was chosen. The navigation is located horizontally along the top of the screen with an enlarged circle to indicate page status.

The main image depicts an example of the sin (chosen by reader) and technology as the catalyst.

The content is textual and pagination is used to present the information to the reader without having to scroll.

After reading the content a quiz is included at the bottom of the page to give the reader input into the narrative. A graph shows that other people thought when asked the same question. Readers can also construct their own quiz and share with someone else or post to their own site.



Dascher Keltner in conversation.



Karen Armstrong on compassion



Father of the Internet

Moral Psychology

[Link No. 1](#)
[Link No. 2](#)
[Link No. 3](#)
[Link No. 4](#)
[Link No. 5](#)

Morals and Religion

[Link No. 1](#)
[Link No. 2](#)

Technology Debates

[Link No. 1](#)
[Link No. 2](#)
[Link No. 3](#)

Annotations:

Interior page - Resources: Reader has arrived at the seven deadly sins resource page. The navigation is located horizontally along the top of the screen with an enlarged circle to indicate page status.

Abstract graphics that contain psychology and technology themes will slowly rotate above featured videos.

Videos of lectures, interviews, or presentations on technology and morality to provide the reader with additional perspectives on technology and morality.

Audio supplied by video.

Categories:

Moral Psychology: Related topics and suggested links.

Morals and Religion : Related topics and suggested links.

Technology Debates: Related topics and suggested links.