

“Just Give Me a Minute to Think Critically”

A Socratic Pixelated Journey through Critical Thinking and Disinformation

Summary

“Just Give Me a Minute to Think Critically” reinscribes critical thinking as temporal, embodied, and intentional. This is an interactive, web-based experience that puts users against the forces of disinformation to discover the existent TITAN—a Socratic AI guide—and go into multimodal reflection. Through friction, gesture, and inquiry, this project frames critical thinking as active participation in the digital age.

[Click here to visit website](#)

1 Introduction

In this greatly discredited, overflowing-with-contradiction, manipulative media environment, truth no longer simply arrives to be accepted; it has to be uncovered by work. As Danah Boyd (2017) stated, “people don’t just consume disinformation, they participate in it.” Critical thinking, in this light, operates much more fluidly and responsively through constant states of participation and volatility. Recalibration becomes a critical practice: one of pausing and questioning, sensing, and adjusting our understanding as new signals arise.

“Just Give Me a Minute to Think Critically” makes this break—this moment—a method and metaphor. Uttered from the user, the phrase is one of agency within a world of increasingly automatic accelerations. The signal here is one of choice to resist reflex and reclaim cognitive space. This framing reflects the project’s central philosophy: critical thinking begins with intention.

At the heart of the experience is TITAN, a conversational AI sourced through the Socratic method and designed to scaffold user critical thinking through dialogic questioning. This tool doesn’t give answers directly but points the user to dwell, reflect, and ask questions. “Just Give Me a Minute to Think Critically” invites users to encounter, explore, and internalize TITAN’s ethos through six interactive experiences, each designed for a one-minute reflection. These temporal boundaries reinforce the project’s core proposition: that even a brief critical thinking can reclaim space for intentional thought in the noise of digital life.

This project was born from deep engagement with TITAN as a tool—and a frustration with the seamlessness of digital design that often hides complexity. In response, “Just Give Me a Minute to Think Critically” intentionally embeds epistemic friction in the interface as explained by Rogers (2021). The result is more than interaction but also introspection. By sliding, typing, voicing, gesturing, and reflecting, they experience a shift in cognitive mode.

2 Interactive Media Pieces

2.1 Visual Style & Design Language

The visual language of “Just Give Me a Minute to Think Critically” draws upon a pixel aesthetic that mirrors the fragmented texture of today’s digital infosphere. Hence, pixelation, visual glitches, and distortions evoke cognitive overload and ambiguity endemic to information ecologies.

TITAN Blue is more than just a design element; it flags TITAN as the protagonist of this experiential journey. In a world rife with misinformation and noise, threading clarity through

chaos, on the other hand, visually realizes how the AI assumes guiding.

2.2 Narrative Flow

“Just Give me a Minute to Think Critically” is structured as a precisely designed experiential flow, with each interactive piece unfolding over approximately one minute. This temporal pacing mirrors TITAN’s philosophical mission: to slow down cognition, invite reflection, and resist reactive consumption of information. Across six interactive modules, users are progressively guided through a narrowing conceptual path—from foundational learning models to moments of friction and disorientation, and ultimately toward embodied self-recognition. Each step builds upon the last, subtly shifting the user from passive observer to active participant, and finally, to intentional thinker. TITAN is not merely a tool—it is a structured conversation, a mirror held up to the mind, and a co-participant in the pursuit of clarity.

2.2.1 Understanding TITAN: What It Is & How It Works

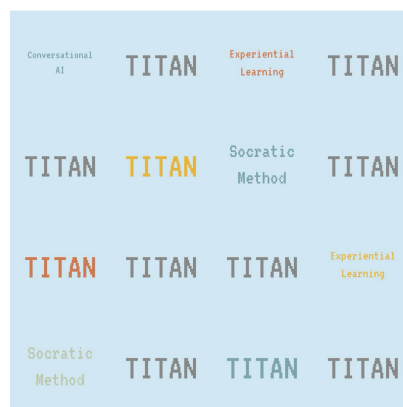


Figure 1. *TITAN Is...*

- **Interaction:** Clicking reveals three concepts—Socratic Method, Experiential Learning, and Conversational AI.
- **Design Intent:** *TITAN Is...* functions as an interface-as-diagram, visually and temporally unpacking the philosophical and pedagogical logic behind the TITAN system. This slow, conceptual emergence reflects TITAN’s mission: to support active critical thinking.



Figure 2. *Voicing Forward*

- **Interaction:** The volume of a voice controls a ball around barriers labeled with Socratic questions.
- **Design Intent:** *Voicing Forward* operationalizes critical thinking as embodied learning. Voice is action. Movement is method. TITAN is positioned as a co-participant to support epistemic progression.

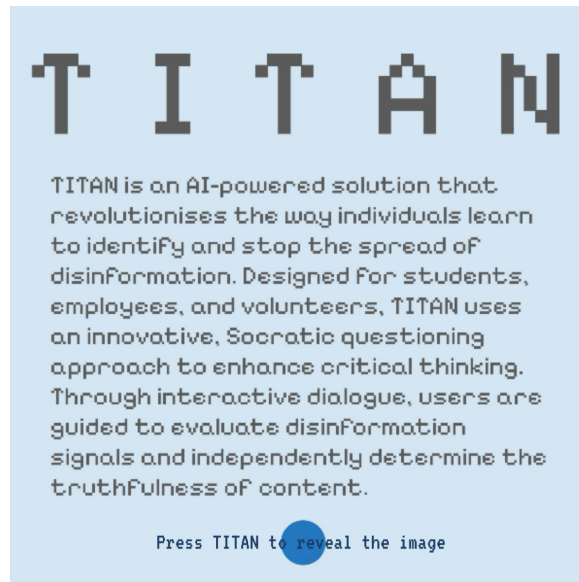


Figure 3. *Type to Know TITAN*

- **Interaction:** Typing the letters T–I–T–A–N in that order reveals sections of an alpha-masked image. Completely typed, the user can then appear to align the underlying image with background content to elucidate fragmented visual information.
- **Design Intent:** TITAN is a conversational AI that commences with language-and through that, aids users in practicing critical thinking and gaining clarity. This typing, TITAN, serves as a symbolic entry point-to name this tool is to activate its potential to bring coherence to incoherence and to see through the noise in information.

2.2.2 Spurring Disinformation: A Guide into Inquiry

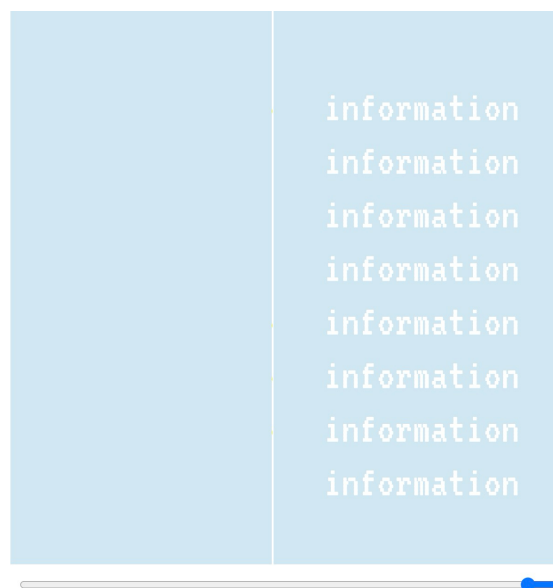


Figure 4. *(Dis)Information*

- **Interaction:** A right-to-left slider gradually reveals the prefix “dis-” hidden behind the word “information.”
- **Design Intent:** This piece stages the user’s first act of critical thinking: resisting habitual motion, pausing to question. It disrupts interface expectations and tells one that truth often requires counter-directional input. First moment of active noticing-use friction to invite awareness.



Figure 5. *Disinformation Alarm*

- **Interaction:** Hovering over pixelated “information” or “disinformation” causes the text to disintegrate into particles, gradually revealing the word TITAN beneath.
- **Design Intent:** This piece simulates a disinformation alarm—a system where TITAN quietly signals epistemic anomalies. The dissolving words embody the fragility of false clarity, while TITAN emerges as an anchoring presence beneath distortion.

2.2.3 Reflection: Expansion of TITAN’s Philosophy

The final work here uses ml5.js and computer vision to explore the multimodal interaction paradigms, reinforcing that critical thinking is sensory, affective, and embodied.

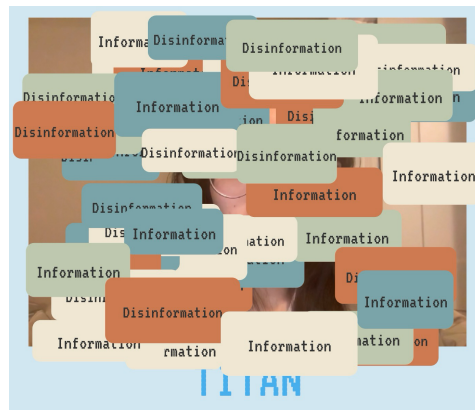


Figure 6. *Thinkers*

- **Interaction:** Pinch and drag to remove blocks of dis/information, revealing a live webcam feed beneath.
- **Design Intent:** Thinkers merges gesture-driven interaction with a layered visual system to reframe information navigation as the return to self-recognition and cognitive sovereignty. This piece calls on users to reclaim clarity and affirm their capacity to discern, to think, and to choose. As the final piece in the TITAN series, this work re-centers the system’s deeper mission: to support users seeing themselves as a capable thinkers-intentional and awake.

References

- Boyd, D. (2017). *Did Media Literacy Backfire?* Data & Society.
- Rogers, Y. (2021). *Human-centred design for hybrid intelligence: Co-creating epistemic friction.* *Interactions*, 28(4), 26–31.