Interface-controlled Cyberocracy: A Critical Exploration of how Human Computer Interaction could facilitate the birth of a Cyber-regulated state of Governance

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Abstract:

The advancement in technology over the last decade has increased exponentially. We have witnessed the computer transcend its status as a simple tool to be applied to specific tasks and grow to a force that now pervades every aspect of modern society. However, while there is still growth in the scope of what can be achieved technically, it is also important to keep a key enhancement about new technology in mind - the interface. The influence of different types of interfaces and the way they are designed on the kinds of technology that come into the market is more dominant than one might think it is.

This paper takes a qualitative approach to examine how the decision choices and interactivity patterns, though concealed to the ordinary user who is making them, is something that is intricately crafted after careful thought by the creators with a specific intent.

The first part of the paper introduces a relatively new concept - "cyberocracy" and looks at the user interface as an ideology in this new era of technology. The second part of the paper brings in the appearance of design psychology, exploring its role as an actor in the bigger concept of interactivity. This paper identifies how companies and government organisations could be using the interface as a structure of control by exploiting human psychology and implementing it to tamper user interfaces.

As a result of the findings and analysis, it is theorised that through the implementation of manipulative design patterns on interfaces, Human Computer Interaction could be one of the causes that may lead to a Cyberocracy, thus facilitating the need to create an urgent awareness among individuals and their digital interactivity patterns.