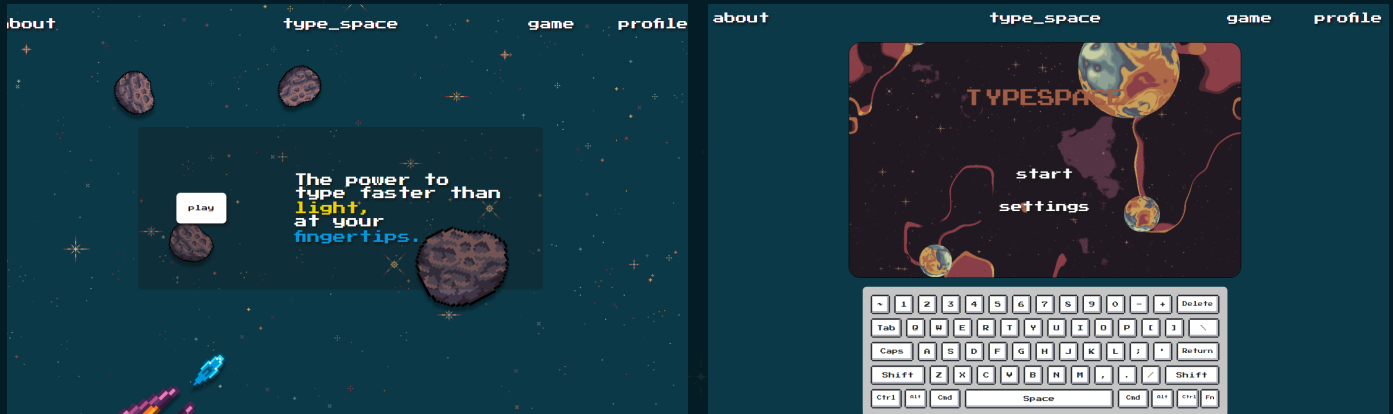


# type\_ space

Problem Statement: The majority of the population does not touch type effectively

Solution: A website with a game to practice good touch typing technique

Keeping conscious effort of our typing habits is hard, especially while working. About 20% of people world wide can only touch type [1]. Gamifying correct touch typing will allow the user to retain better technique in their everyday life, and this is what my solution "Type\_space" aims to do. It's catered towards anyone who cares to type, with special consideration taken to those who often use special characters such as programmers.



Above you can see the 2 main pages of the website, the home page (left) and the game page (right). Currently, users are able to visit the home page and play the game.

The aim of the game, Typespace, is to destroy incoming asteroids by typing the word seen attached to it. Score is kept, with the speed of the asteroids getting faster as your progress through the level.

Adjusting the settings will allow you to include special characters and upper cases.



In future, they will be able to track their progress with a personalised profile and track their statistics.

## Sources:

[1] - <https://touchtypeit.co.uk/just-how-many-people-can-touch-type#:~:text=According%20to%20research%2C%20less%20than,and%20peck%20method%20for%20typing!>