Project II: CLICK FAST!

Click Fast starts with a simple question: how fast can we really react when we are asked to? The project turns our usual reflex into a simple, shareable, digital test. Each player's click becomes a trace of human attention, anticipation, and error. I was drawn to the idea of building something extremely simple, and what's more simple and a single click.
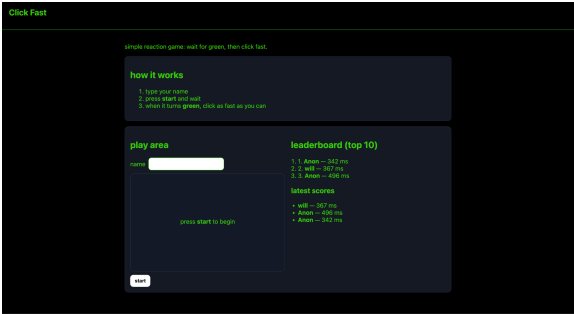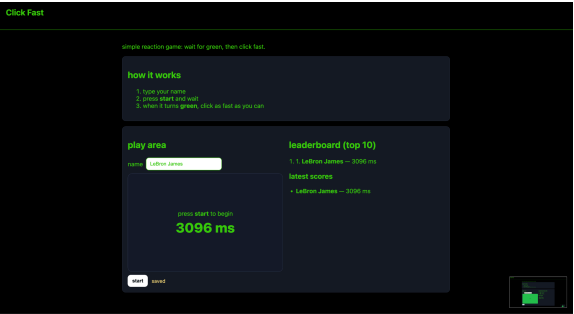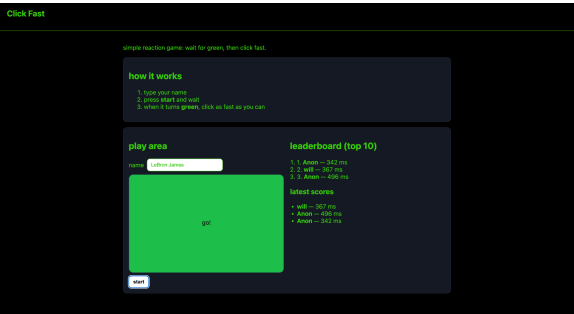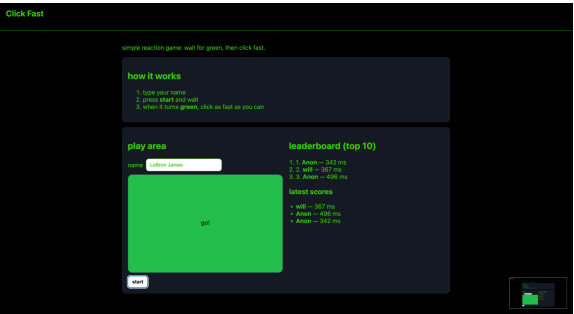
The project also plays with the contrast between how quickly technology really is and how naturally slow the human body can be. Everything around us is measured in speed — loading times, instant replies, notifications and I wanted to make a reflection of that. The small window waits, turns green, and we panic, clicking too early. That failure is actually part of the fun. Everyone wants to get the fastest score which causes them to try and predict the green window rather than react to it. Each result that gets saved in the JSON file becomes a personal reaction.

Visually and conceptually, I was inspired by simple web games and the matrix color schemes. Those games are straightforward but immediately engaging, and it used to be my childhood. I wanted Click Fast to feel the same way: direct, fun, and quick to play. In a different perspective, my game displays how each reaction time isn't just a number but part of a shared picture of everyone's reflexes.

The game was made with Flask for the backend, HTML/CSS/JavaScript for the front, and the Fetch API to send and receive data. I store everything in a single JSON file. This keeps the code simple and anyone can open the file and literally see the community's reaction times. The design is kept minimal, with only color changes (red → green) to communicate what's happening, letting the experience feel pure and focused. I used ChatGPT to review and refine minor parts of the code structure to ensure readability and avoid small mistakes.

The project's goal is both technical and experiential. On the experiential side, it's meant to make people laugh at themselves. Everyone thinks they'll be fast, but the random delay often tricks them, creating moments of surprise or frustration. Over time, the leaderboard becomes a shared record of human imperfection. Some fast, some slow, all different.

In a Fine Arts context, Click Fast explores whether a simple browser game can act more like a performance than a product. Every click is a small performance of focus and timing. When combined, these clicks form a dataset that reflects collective attention. By excluding storylines, sound, or complex graphics, the work highlights the simple act of reacting: waiting, noticing, and responding. Click Fast sits somewhere between a game, a behavioral study, and a playful reflection on how we experience speed in digital life.

Screenshot 1

Click Fast

simple reaction game: wait for green, then click fast.

how it works
1. type your name
2. press **start** and wait
3. when it turns **green**, click as fast as you can

play area

name: LeBron James

go!

start

leaderboard (top 10)
1. 1. **Anon** — 342 ms
2. 2. **will** — 367 ms
3. 3. **Anon** — 496 ms

latest scores
• **will** — 367 ms
• **Anon** — 496 ms
• **Anon** — 342 ms

Screenshot 2

Click Fast

simple reaction game: wait for green, then click fast.

how it works
1. type your name
2. press **start** and wait
3. when it turns **green**, click as fast as you can

play area

name: LeBron James

go!

start

leaderboard (top 10)
1. 1. **Anon** — 342 ms
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3. 3. **Anon** — 496 ms

latest scores
• **will** — 367 ms
• **Anon** — 496 ms
• **Anon** — 342 ms

Screenshot 3

Click Fast

simple reaction game: wait for green, then click fast.

how it works
1. type your name
2. press **start** and wait
3. when it turns **green**, click as fast as you can

play area

name: LeBron James

press **start** to begin
3096 ms

start   saved

leaderboard (top 10)
1. 1. **LeBron James** — 3096 ms

latest scores
• **LeBron James** — 3096 ms

Screenshot 4

Click Fast

simple reaction game: wait for green, then click fast.

how it works
1. type your name
2. press **start** and wait
3. when it turns **green**, click as fast as you can

play area

name:

press **start** to begin

start

leaderboard (top 10)
1. 1. **Anon** — 342 ms
2. 2. **will** — 367 ms
3. 3. **Anon** — 496 ms

latest scores
• **will** — 367 ms
• **Anon** — 496 ms
• **Anon** — 342 ms

scores.json

data > {} scores.json > ...

```json
[
  {
    "name": "LeBron James",
    "ms": 3096,
    "ts": "2025-11-13T00:35:02.369483Z"
  }
]
```