waterfall

— ARTIST'S STATEMENT

The aim of this project is to help students who struggle with being productive when writing academic essays. Nowadays, there are way too many distractions around us, and it heavily impacts our productivity. One might be perfectly capable of typing a decent essay, but will lose a tremendous amount of time by not being entirely focused while doing so. I experience problems with productivity, and it's really frustrating to find out you're constantly doing homework but somehow end up with not much done, and I know it's the case for pretty much every student. This is the main reason which makes this concept worth exploring. Waterfall motivates students by being a fun and dynamic tool in which you can type directly on the page. It also allows them to interpret their level of concentration with the help of visual elements within the page.

On the short term, the waterfall is a good example of that, because whenever you stop typing, you have about 10 seconds until water runs out, a useful delay which gives you time to clarify the ideas in your head. On the long term, there will be a certain number of animals appearing gradually on your screen, in correlation with the amount of water accumulated. You don't have to time yourself or count your number of words to know if you're focused towards your task: it's simple, fast and intuitive, because you are already looking at the page and automatically see these elements.The more or faster you type, the more water you accumulate, the more animals you attract. To motivate the user even more, if you reach a certain score that is very high, rare mythical creatures will appear. If you want to keep track of your score, you can look up at the water meter on the right top corner of the page, but again, as it was said earlier, you don't even need to bother doing that, since a big animal herd versus a few scattered ones will indicate if you're doing well or not.

These are the basic components, but there is room for a lot other fun features.