problem

Students find it getting more challenging to stay focused due to distractions from smartphones.

Out of **116** students,

57.76%

think that their smartphone usage has **bad impact** on their life

33.62% have **not** taken any measures to reduce their screen time

target group

Fontys students who **identify** with the problem and are looking for ways to tackle the issue.

goal

Help students reflect upon their on-campus smartphone behaviour in order to increase productivity and focus.

design challenge

Design a mobile application to help Fontys University students in reducing their smartphone usage on campus to increase productivity during school hours.

Offline

An **insightful** and **rewarding** way to **increase productivity** on campus

keep tabs on your progress

tracks your on-campus digital behaviour and your productivity feeling while keeping your data private
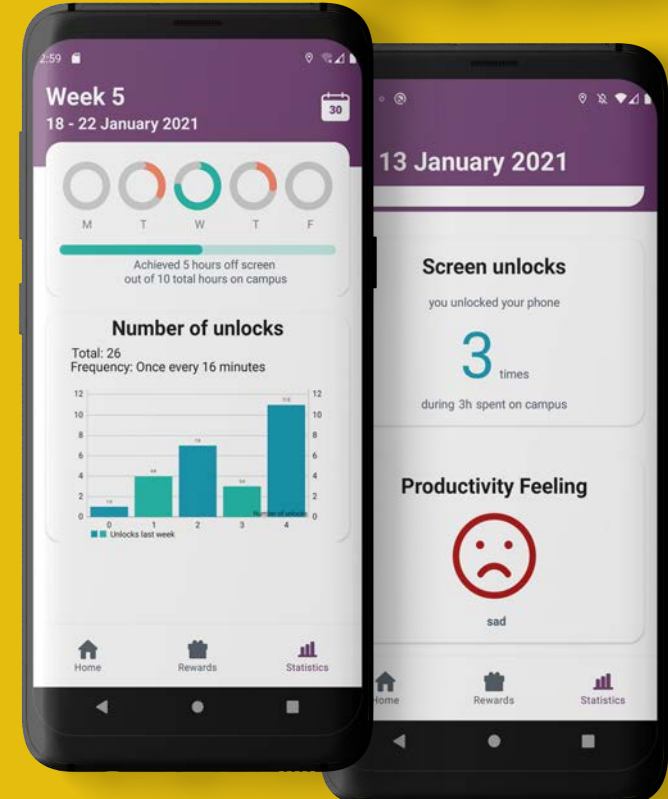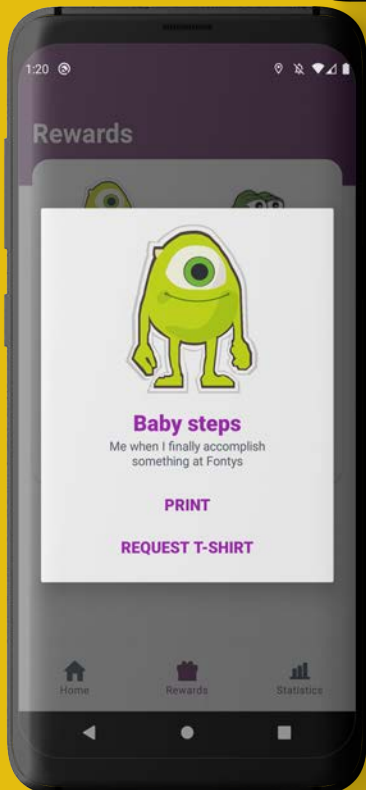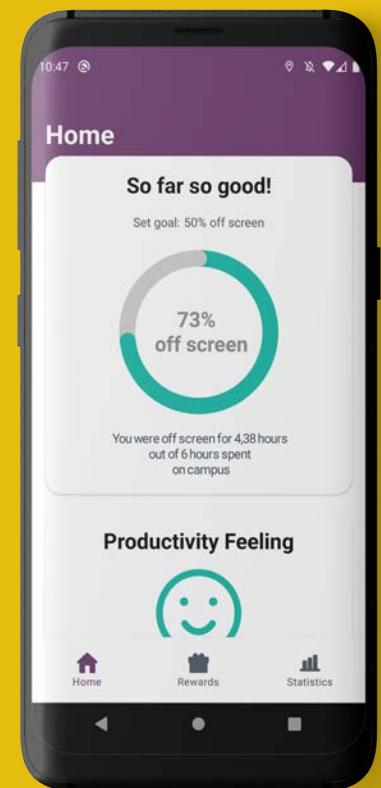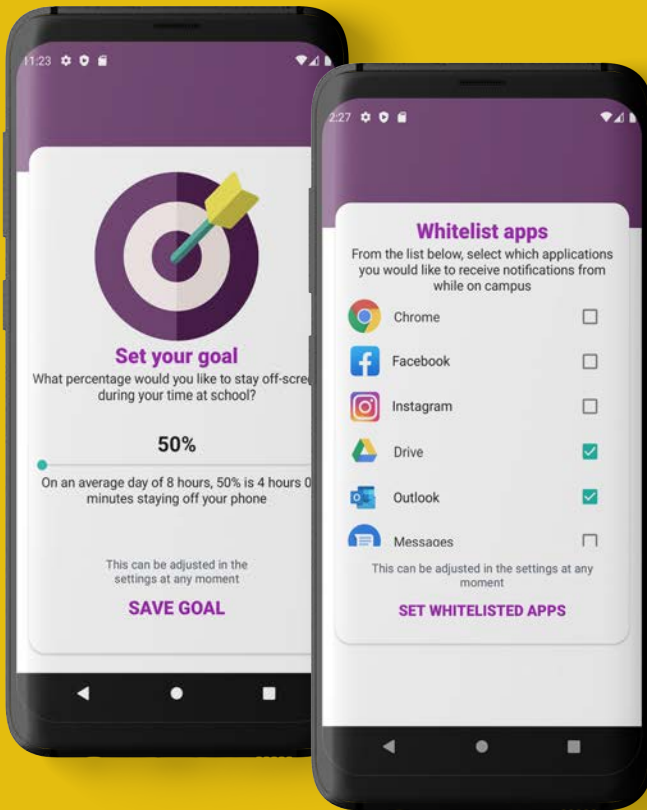
set your own rules

customise your goal and determine blocked "blacklisted" applications

get rewarded

earn surprise stickers upon achieving milestones

gain useful insights

provides detailed statistics of your phone usage

the client

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