

Nessy Fingers Program Details

Lessons

- **Lesson 1:** Home Keys - Learn the correct finger positions to make touch typing easy and fun!
- **Lesson 2:** Keys A-G
- **Lesson 3:** Keys H-N
- **Lesson 4:** Keys O-Z
- **Lesson 5:** Punctuation

Islands

- Dino Island
- Penguin Mountains
- Black Rock Island
- Lost Lagoon
- Monkey Jungle



Key Features

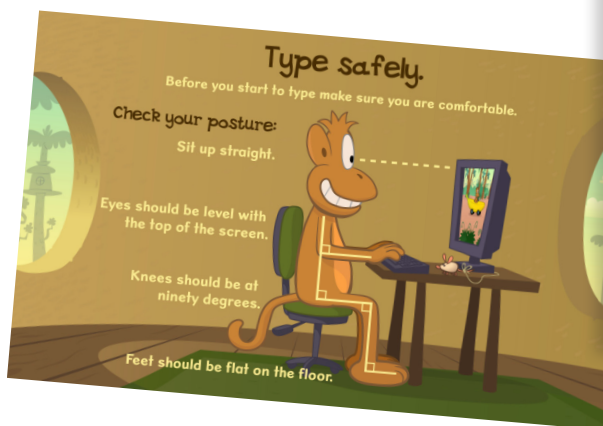
- Rapid learning in just 5 short lessons
- Choose from different wordlists or input your own!
- Unique time trial test which uses full sentences to assess speed
- Swim as Nessy to set personal speed and accuracy targets
- Colour-coding to aid fast learning
- Sets a personal best typing target
- Skill-o-meter lets you set the difficulty level
- Keys are taught alphabetically



Mount Glory

Collect trophies for completing all 5 lessons and coming first on the island races!

Click an empty pedestal to see how to win that trophy as you make your way around the islands and tackle the time trial!



Take-a-Break

These four mini animations show players how to exercise their fingers and hands to encourage safe typing. They appear as an on-screen message over the home screen after the player has been logged in for 15 minutes. The player can choose to play or skip the message.

Keyboard

The keyboard is visible on screen for lessons and games. Keys can either be upper or lower-case letters as chosen in settings. Keys have several colour settings depending upon where they are positioned on the keyboard - a default hue and a colour which indicates both the finger to use and that the key should be pressed. Once pressed the colour of the key returns to the default colour.

Playing the Island Games & Time Trial

The player is in a race as part of Team Nessy. Each game is a race against the gorillas and several island specific characters who are in different vehicles. The Nessy Time Trial games are slightly different. These games set a personal best (PB) for words per minute (wpm) and an accuracy percentage, that will be displayed in Mount Glory. The players PB is then used to set the default Skill-o-meter difficulty setting for all other games. Sentences and punctuation are used instead of single words. The Skill-o-meter cannot be moved on the water game as it is a test.



Pre-Game Screen

The difficulty settings are displayed on the 'Skill-o-meter'. This level can be manually changed by the player at the start of each game. A trophy icon on the pre-game Skill-o-meter shows the level the game has to be played on to win a trophy. The player can choose to play from a set of keys (e.g A-G) or wordlists and you can add your own!

Playing the Game

The words to type appear at the top of the screen. The visuals and sounds during the game can be changed in settings to suit your preferences.

End Game Screen

After 60 seconds the player's vehicle crosses the finishing line and the end of game screen appears, if a trophy has been won then the player sees it on screen. It will then go through to your typing report from the game.

Players win nuggets at the end of a game for coming in the top three which show on your islands' homescreen.

