Stop ignoring your Screen Time limits

Spending too much time on your phone? Screen Time not helping, 'cause you keep pressing "Ignore Limit" or turning off your restrictions?

Shutout locks you out of Screen Time.

No "Ignore Limit" button, no turning off your limits, and *no workarounds*.

PRODUCT HUNT
#1 Product of the Day

#2 PRODUCT OF THE WEEK
Productivity

Get Started   **How It Works / Try It Out**

GA

" What I hated most about other screen time apps was how easy they were to turn off. With Shutout, that's no longer a problem. I finally have something that actually works! "
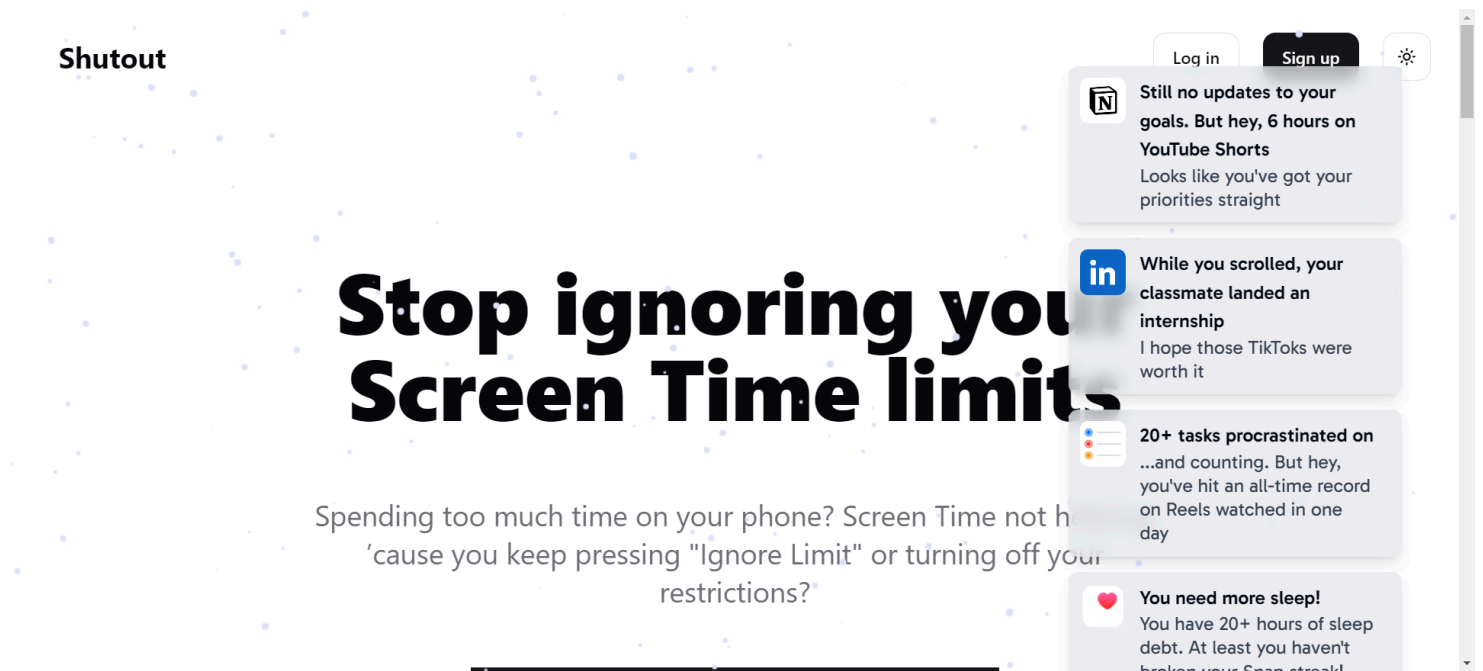
★★★★★

Garrett W

" I don't rely on YouTube for entertainment anymore. "

★★★★★

Alex A

www.shutout.app

My First Impressions

First Section / Hero Section

First Section / Hero Section

Let's dive into this carnival of chaos, shall we? My first thought: "What the hell is this?!" You've taken a page that should be clear and compelling and turned it into some kind of virtual clown show. Animations? Snowflakes? A cocaine explosion? Are you trying to dazzle users into submission or just confuse them into leaving? These random, pointless distractions are doing nothing except showing off someone's JavaScript hobby project.

You know what's *not* happening? Users reading your value proposition. Instead, they're thinking, "What's this nonsense? Oh, wait, let me check Instagram and see if my ex's life is still a train wreck." You've lost them. Congratulations.

Let's talk about that headline: *"Stop ignoring your Screen Time limits."* Great. Now you sound like my mom nagging me about my phone habits. The phrasing is clunky, the intent is murky, and frankly, I'm still trying to figure out who this is even for.

Parents? Maybe. But if you're targeting parents, why is this phrased like it's for a guilty, phone-addicted adult? Are you telling *me* to stop ignoring my limits? Newsflash: I don't care. If I'm blowing past those limits, it's because I want to scroll through TikTok videos of raccoons stealing pizza, not because I need an app to shame me into stopping.

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It's difficult to break the above into cohesive sections with purpose. It's just stuff thrown together. Locking you out of screen time is bad grammar. You're assuming that "screen time" is a thing in function in people's minds rather than a reference to how much time people spend on any device.

I get that there's an app called "Screen Time" and that there's a feature to "Ignore limits". But who is having this problem? Who is this lunatic who is frantically pressing "ignore limits" so they can keep uploading shitty selfies and videos of their depressing and aging cat or what they had for dinner that night?

Isn't this something more appropriately targeted to parents trying to limit their child's access to the internet via their phone? I have no idea who actually wants this or why and who is the person fretting over their own internet use. A parent fretting over a child's internet use on their phone makes a lot of sense. But you're saying "ignoring YOUR screen time limits" and not referencing a child's use.

As a digital marketing veteran with more than $200,000,000.00 in paid ad spend behind me, I'm trying to wrap my head around who this is for exactly... how do you target them exactly and more importantly, how does it scale exactly?
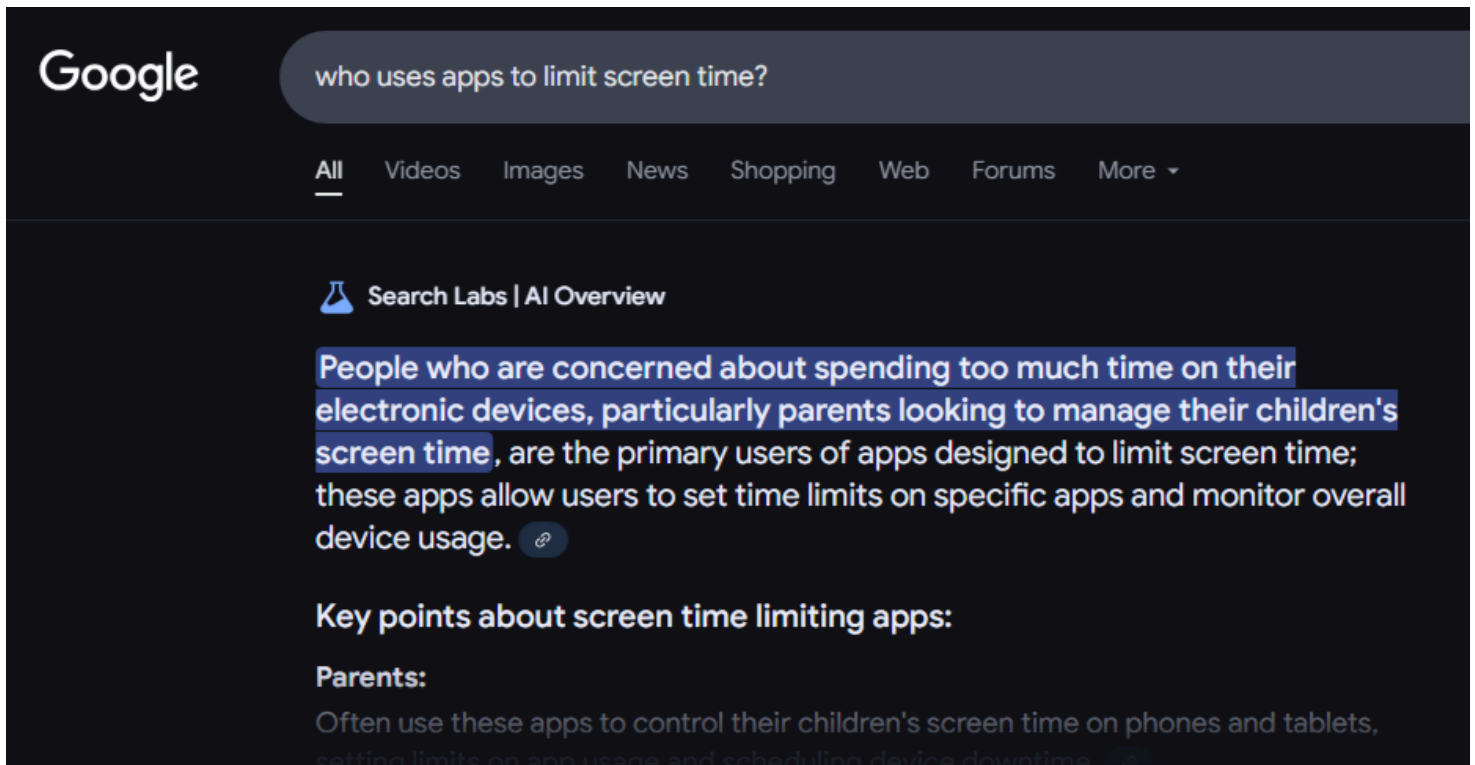
So, I had to do a little surface-level digging to make sure I wasn't just talking out of my ass. Turns out, there's actual search volume for this kind of app and feature. Of course, you probably knew that already. So... my bad. Damn. Am I officially that cranky old guy shouting at clouds now? Next thing you know, I'll be reminiscing about the last time I yelled, "You damn kids, get off my lawn!" while shaking a fist at the sky.

Broaden your search: + app   + time app   + time   + mobile apps   + screen money   + display time   + displa

Exclude adult ideas ✕   Add filter   **1,542 keyword ideas available**

Keyword (by relevance)	Avg. monthly searches	Three month change	Competition
Keywords you provided			
screen time	10K – 100K	0%	Low
screen time app	1K – 10K	0%	Low
Keyword ideas			
app to limit screen time	1K – 10K	0%	Low
apps to control screen time	100 – 1K	0%	Low
screen time iphone	1K – 10K	0%	Low
screen time parental control	100 – 1K	+900%	Low

But, as I suspected, this is mostly a *"parents trying to monitor their kids"* situation. I mean, I don't have kids (that I'm aware of, anyway), so this problem was never exactly front and center in my mental file cabinet of "life's pressing issues." But hey, it's a thing. There's demand. That's all we need to know.

Look, I'm just sharing my unfiltered thoughts as they pop into my head, I'm not trying to be clever or cute here. The critical thing is understanding the *exact* problem users face, identifying the solution they *wish* existed, and framing it in a way that makes them leap out of their chair yelling, "THAT! I need that!" right after reading your first headline.

Your hero section should've nailed that, but instead, it got lost in a mess of unclear messaging, wild assumptions about user needs, and random distractions. Here's the deal: the market for parents trying to limit their kids' screen time is massive compared to the niche of people frustrated with a specific app feature. So why aren't you shouting that from the rooftops? Something like, *"Take Total Control Over Your Child's Screen Time Online"* with a subheading like, *"Prevents your family from bypassing limitations on the popular Screen Time app."* Okay, not my

magnum opus, but you get the point. Frame the problem. Hammer the solution. Speak to the bigger audience first.

Testimonials / Reviews

Finally, some clarity. Garrett, whoever he is, gets it. His testimonial is actually doing your job for you. He's clearly stating the problem: apps don't work as promised, kids find loopholes, and your app solves it. Garrett should be running this page because he's the only one here making any sense.

And then there's the second review. What even is this? It's vague, generic, and adds absolutely nothing to the conversation. Honestly, it's filler, like those ads you see during late-night TV for products no one needs.

What you *should* have done: Lead with testimonials that hammer the pain points parents are feeling: frustration, helplessness, and the constant battle to outsmart their tech-savvy kids. Throw in some hard data or real stories to back it up. Negative reviews of the Screen Time app itself would be gold here, use them to highlight the problem, then position your app as the knight in shining armor.

How It Works

How It Works / Demo

Step 1: Set Your Limits

Set up Screen Time on your iPhone/iPad/Mac like normal.
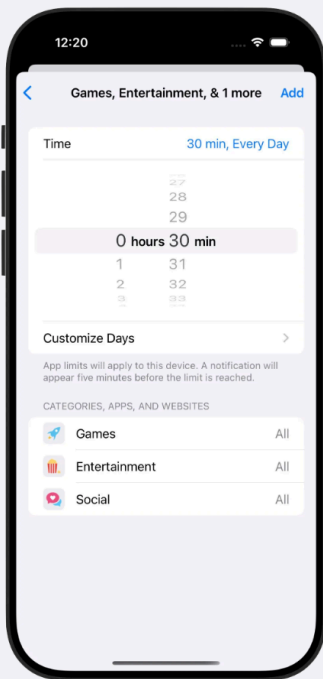
Step 2: Shutout Sets Your Password

Shutout has you set a password in a confusing way, so that you won't remember it ("enter 12/3...enter 4*2...press delete...enter 49/7...").

This removes the "Ignore Limit" button and stops you from turning off your limits—you don"t know the password anymore.
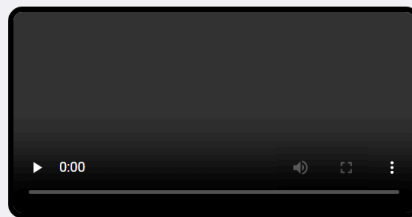
We also disable Screen Time's "Forgot Password" feature during setup, so you can't get around the password.
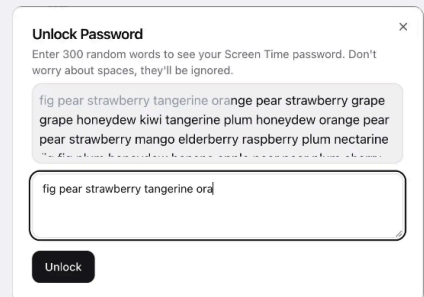
Try it out

That's it! You're locked in. 🔒

The password is saved without being shown to you.

To access it later, you'll face a "willpower wall"— entering, say, 600 random words to retrieve it.

Tedious enough to stop you, but still accessible for emergencies.

Try it out

12:20

Games, Entertainment, & 1 more   Add

Time   30 min, Every Day

27
28
29
0 hours 30 min
1   31
2   32
3   33

Customize Days

App limits will apply to this device. A notification will appear five minutes before the limit is reached.

CATEGORIES, APPS, AND WEBSITES

Games   All
Entertainment All
Social   All

▶ 0:00   🔊 ⛶ ⋮

Unlock Password   ✕

Enter 300 random words to see your Screen Time password. Don't worry about spaces, they'll be ignored.

fig pear strawberry tangerine orange pear strawberry grape grape honeydew kiwi tangerine plum honeydew orange pear pear strawberry mango elderberry raspberry plum nectarine

fig pear strawberry tangerine ora|

Unlock

Alright, so now you're explaining… something. At first glance, it looks like you're teaching me how Apple's Screen Time app works, which is not the point of this page. *Set your limits, set your password…* Cool story, but where's the part where your app swoops in and saves the day?

Let me get this straight: your product exists to stop kids from bypassing Screen Time's limits. Great! So why is that not front and center? Why are you burying the lede under a pile of vague instructions and confusion?

Also, you're asking me to believe that Apple, with its fortress of privacy policies, allows your app to override another app's functionality. Right now, I'm wondering if this is even legit. Spell it out: how does your app work, and why should I trust it?

But I already Use a Blocker

But I already use a blocker...

Vanilla Screen Time
- ❌ Has an "Ignore Limit" Button
- ✅ No workarounds
- ❌ Reliant on willpower

App Blockers
- ✅ No "Ignore Limit" Button
- ❌ **Easily disabled in Settings—you can turn them off any time you want**
- ❌ ...and because of that, reliant on willpower
- 😬 $40-$100 p/year or $100 to $400 for life

Screen Time + Shutout
- ✅ No "Ignore Limit" Button
- ✅ No workarounds (thanks to Screen Time)
- ✅ ...and so no reliance on willpower
- 🤩 $1.99 p/month, $12.99 p/year, or $14.99 for life—*for a limited time only*

Now we're getting to the meat of the issue: who is this for? I'll tell you who it's *not* for... me. I'm not sitting around fretting about my own phone habits, and I'd wager most adults aren't either. But parents? Parents who are sick of their kids outsmarting Screen Time controls? That's your market.

Here's the thing: the page doesn't make this clear. If I didn't already know there was demand for this kind of app, I'd assume you were targeting some mythical creature, a parentless adult who feels guilty about doomscrolling and wants to pay you to make them stop.

Focus on parents. Make it obvious from the get-go. Show me their pain points: the frustration of setting up Screen Time controls only to have their 12-year-old hack them in minutes. Show me the solution: a rock-solid app that keeps their kids in line and their sanity intact.

Final CTA

Take Control of Your Screen Time 👇

Stop ignoring your Screen Time limits.

Get Started

And here we are, the grand finale. Your big moment to blow my mind and make me slam that button like I'm buzzing in on *Jeopardy*. But no, you've served me a soggy, lifeless excuse for a CTA: "Get Started." Really? That's your big closer? That's like ending a fireworks show with a single sparkler.

And then there's this "screen time" vs. "Screen Time" nonsense, still bouncing around in the user's head like an unsolvable riddle. Every time I see it, I feel like I need to backtrack and re-read just to figure out what the hell you're actually talking about. But wait, it gets weirder. Your final plea is asking users to "take control" of something they already installed to... take control. I mean, what is this? Inception for apps? The whole concept is a tangled mess, and it's dragging your conversions straight to the bottom..

Where's the urgency? Where's the promise of a better life? Try something like: *"Lock Down Your Family's Screen Time Today"* or *"Take Control of Your Kids' Phone Habits Now."* Make it sound like a no-brainer. And while you're at it, throw in a guarantee or a free trial, something to reduce the risk and make me feel like I'd be an idiot to pass this up.

Overall Thoughts

This landing page is like a bad first date: confusing, awkward, and leaving me with more questions than answers. It has potential, but it's buried under vague and unclear messaging, distracting visuals, and a complete lack of focus on the target audience.

The Content Audit

First Section / Value Proposition

Why it's here: To grab the user by the collar and scream, "Hey, you've got a problem, and we've got the answer!" This is the part where you show them the shiny object they can't resist.

What you did: "Stop ignoring your Screen Time limits." Okay, so you yelled at the user like a disappointed parent. You mentioned the problem and threw in some buzzwords like "no workarounds" and "locks you out," which is promising. But it feels more like a nagging aunt than a compelling solution. The Product Hunt badges are a nice touch, but they're buried.

What you should have done: Alright, here's the deal: the problem isn't framed right, it isn't clear, and it sure as hell isn't compelling. You've gotta hit them with their biggest pain point, deliver the dream solution, and show why you're the shiny, magical unicorn they've been waiting for. But hey, none of that even matters if nobody can *see* the content because the page is busier than a mall on Black Friday.

And let's talk about the worst offender here, this app. An app that exists solely to fix the broken promises of another app... while repeatedly telling the user to solve a problem they already think is solved with the app they've already installed. It's like selling a leak-proof bucket with holes in it and then handing them a roll of duct tape. Even as I sit here trying to make sense of this trainwreck, I'm not sure I understand it myself. This thing is a visual assault, a logic fail, and an all-around disasterpiece.

Rating: 6.5/10

Supporting Subhead and CTA

Why it's here: To convert their fleeting attention into genuine interest and make them go, "Okay, this might actually work."

What you did: You gave us a question: "Spending too much time on your phone?" It's not bad, but it's like asking someone stuck in a snowstorm if they're cold. Of course, they're spending too much time on their phone! The CTA button says "Get Started," but it's as generic as a gas station hot dog.

What you should have done: Be bolder. Try something like, "Your phone addiction ends today." And that button? Make it scream value with benefit driven language: "Take Control of My Screen Time Now" or "Take Control Today." CTAs should have some personality, not just show up to work and clock in.

Rating: 7.0/10

Testimonials Section

Why it's here: To build trust. This is the "Hey, look, real humans like me survived this thing!" moment.

What you did: Two testimonials. That's it? Just two? And one of them is faceless—GA could be anyone. Garrett could be your cousin trying to make you look good. Plus, the text is small and tucked away like it's deeply embarrassed to be here.

What you should have done: Show us a wall of proof. Three to five testimonials minimum, with pictures, names, and specific stories. Highlight transformations like, "I went from doomscrolling 6 hours a day to finally reading books!" Bigger fonts, better placement, and more engaging visuals will make this section shine.

Rating: 5.0/10

How It Works / Demo Section

Why it's here: To make the solution look so simple even a monkey with Wi-Fi could figure it out. Show, don't just tell.

What you did: You laid out the steps in a clean, linear fashion—nice! But then you threw in that "confusing password" bit, which makes it sound more like a booby trap than a feature. The video demo? Great idea, but it's shoved into a corner like the kid nobody picks for dodgeball.

What you should have done: Emphasize ease and empowerment, not "tedious enough to stop you." Reframe the confusing password as "a clever system that helps you stay accountable." The demo video needs to take center stage—enlarge it, add captions, and make it the star of the section. Oh, and don't forget a CTA here: "Try it for free" or "See how it works."

Rating: 6.0/10

Comparison Section

Why it's here: To destroy any lingering doubts by showing how you're the Ferrari in a world of rusty bicycles.

What you did: You gave us a cute table comparing yourself to Vanilla Screen Time and App Blockers. But the design is clunky, the icons look like clipart, and the benefits are buried in tiny text. You're selling yourself short.

What you should have done: Use larger, bolder text to highlight your superiority. Add icons or visuals that don't look like they came from a PowerPoint template. And don't just

tell us you're better—show us how you save users time, frustration, and money with specific examples or stats.

Rating: 6.5/10

Closing CTA Section

Why it's here: To seal the deal. This is the moment where they go, "Okay, I'm in."

What you did: "Take Control of Your Screen Time." It's direct, but it's also bland. The button just says, "Get Started," which we've already seen three times. Repetition is fine, but this is more "lazy déjà vu."

What you should have done: End with urgency. "Start Today and Take Back Your Time" or "Your Screen Time Solution Is Waiting." Make it impossible to resist. Add a testimonial snippet or a reminder of why they need this now.

Rating: 6.0/10

Final Thoughts

This landing page has good bones, but it's a bit too polite and reserved. It needs more personality, bolder visuals, and CTAs that feel like they're shouting "BUY ME!" in a crowded room. You've got the tools; now use them like you mean it.

Overall Page Rating: 6.5/10

Good effort, but it needs sharper messaging and stronger visuals to more effectively convert users into customers.