

#### CS-525H: Immersive HCI

#### Symbolic Input

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### Motivation

#### Several good approaches are available for

- Selection
  - □ Ray casting, scaled hands, image plane
- Manipulation
  - □ WIM, direct manipulation, tool-based
- Locomotion
  - Treadmills, fly where you point/look, walking in place, game/VR controllers, Balance Board
- System control (menuing)
  - □ Tablets/Pads, pinch gloves, tabletop surfaces



### Motivation (cont.)

- Symbolic input remains difficult
  - Text is tough to read in some environments
    Outdoors
    - □ HMDs
  - Standard keyboard is not always available Can't see it (e.g., HMD)
    - Don't want to carry it (mobile)
  - Multiple languages
  - Personal vs. Public (e.g., voice)
  - Hands-free vs. Hand-held



# Types of Input

- □Text
  - SMS
  - Comments for chatting/tweeting
  - Labels for objects
  - Entering names for things (e.g., restaurants)
- Numbers
  - Phone numbers
  - Coordinates (e.g., immersive modeling)



#### **Text Input Classification**





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### Methods for Input

#### Chorded keyboards

Twiddler2 (<u>http://www.handykey.com/</u>)





### Chorded Keyboards

# FrogPad (<u>http://www.frogpad.com/</u>) Wired

#### Bluetooth





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### Alternate Keyboards

#### Belkin Nostromo SpeedPad

#### Programmable key bindings



## Mobile Devices: Hard Keyboards

#### Most widely used mobile

#### text interface?

### Mobile Devices: Hard Keyboards



### Mobile Devices: Soft Keyboards









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# Stroke Alphabets (cont.)

- Stoke on top of keyboard
  - Swype (show clip)
  - SlideIt (show clip)
- Alternative strokes





### Virtual Keyboards

- □My Work
  - (show clip)

#### □ Jian Chen & Doug Bowman (show clip)



#### Other Methods

□ Voice

Android voice control

Gestures ASL