

IMGD 5100: Immersive HCI

Symbolic Input

Robert W. Lindeman

Associate Professor
Interactive Media & Game Development
Department of Computer Science
Worcester Polytechnic Institute
gogo@wpi.edu



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



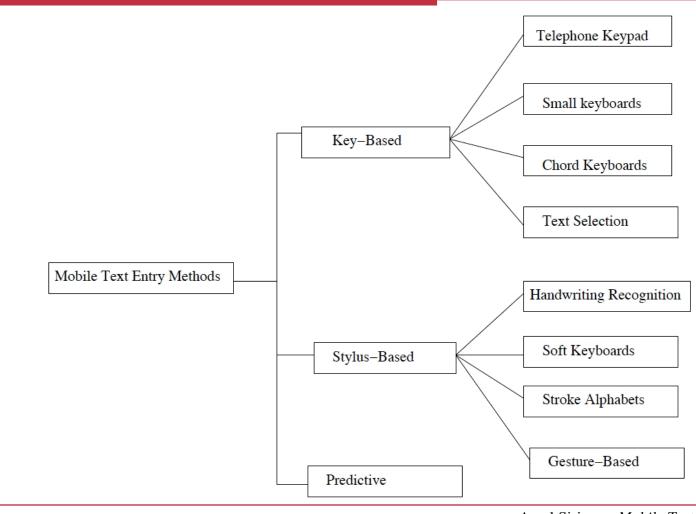
Types of Input

- □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

R.W. Lindeman - WPI Dept. of Computer Science



Interactive Media & Game Development



Methods for Input

- Chorded keyboards
 - Twiddler2 (http://www.handykey.com/)









Chorded Keyboards

- □ FrogPad (http://www.frogpad.com/)
 - Wired
 - Bluetooth





Alternate Keyboards

- Belkin Nostromo SpeedPad
 - Programmable key bindings





Mobile Devices: Hard Keyboards



WPI

Mobile Devices: Hard Keyboards







Motorola Droid

http://vimeo.com/8869525

BlackBerry

Palm Centro

R.W. Lindeman - WPI Dept. of Computer Science Interactive Media & Game Development

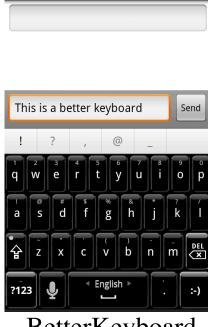
WPI

Б П — 5:38 РМ

Mobile Devices: Soft Keyboards







ψ 🐞

BetterKeyboard for Android (show clip) (show Web)

(show Web) http://vimeo.com/8869525

iPad

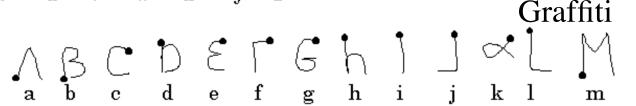


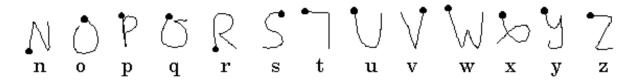
Stroke Alphabets

□ Used for stylus input (e.g., Palm)

$$\bigwedge_{\mathbf{n}} \ \bigvee_{\mathbf{o}} \ \bigvee_{\mathbf{p}} \ \bigvee_{\mathbf{q}} \ \mathbf{r} \quad \mathbf{s} \quad \mathbf{t} \quad \mathbf{u} \quad \mathbf{v} \quad \bigvee_{\mathbf{w}} \ \bigvee_{\mathbf{x}} \ \bigvee_{\mathbf{y}} \ \mathbf{z}$$

Unistroke





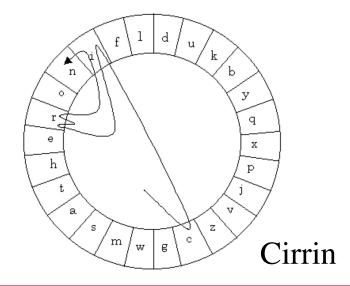


Stroke Alphabets (cont.)



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