

# Two New Mobile Touchscreen Text Entry Techniques



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#### **Mobile Touchscreen Text Entry**

- □ Difficult to type on touchscreen keyboards.
- □ Keys usually smaller than finger tips.
- □ No tactile feedback.
- □ Error rate higher.
- WPM lower.







HTC Nexus One

New Techniques

- 1) Delay-based,
- 2) Pressure-based.

士 Tactile Feedback (e.g., vibration)

#### The Idea

- □ List of less probable characters.
- □ Make these harder to input:
  - 1) Add time-out or delay.
  - 2) Make them harder to press.

### **Less Probable Characters**

□ Use digram frequencies:

$$\rho(C_n | C_{n-1}) = \frac{\rho(C_{n-1}, C_n)}{\rho(C_{n-1})}$$

 $C_n = n$ -th character.

 $\rho$  = probability of  $C_n$ 's appearance after  $C_{n-1}$ .

□ Dictionary, grammar rules, ... can be used.

### **Pressure Sensing Workaround**

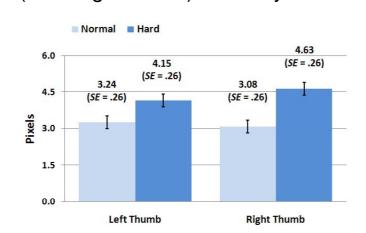
- Current touchscreen phones can't measure pressure.
- Touch centre moves with contact force.



Can we use this to detect pressure?

### **Pilot Study & Result**

- □ Within-subjects:
- 3 Participants × 2 Sessions (normal & hard presses) × 2 Blocks (left & right thumb) × 26 Keys = 312 Presses.



- No significant effect of thumb orientation.
- $\hfill\Box$  Significant effect of pressure on centre movement.

### **Experiment**

- □ Within-subjects, 6 x 6 balanced Latin square:
- 12 Participants
- x 6 Sessions:

Tactile feedback No Regular, Delay, Pressure.

Tactile feedback Yes Regular, Delay, Pressure.

 $\times$  20 Phrases = 1440 Phrases.

**Summary** 

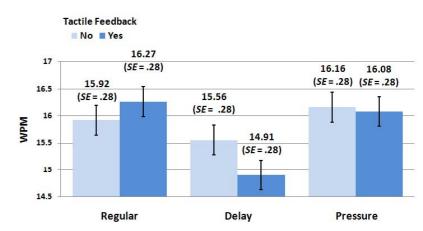
- Q New techniques better?
- **Q** Does tactile feedback increase performance?





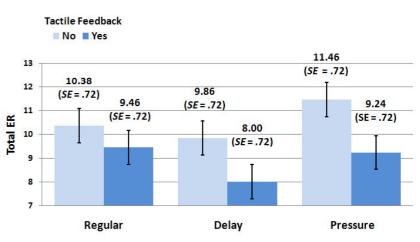
#### **Results**

#### **WPM**



- □ Significant effect of entry techniques.
- □ No significant effect of tactile feedback.

#### Total ER



- □ Significant effect of entry techniques.
- □ Significant effect of tactile feedback.

## □ New techniques improve performance.

- Regular with tactile & Pressure faster, Delay the most accurate.
- □ Adding tactile feedback *reduces* errors.