

# Text Entry for Mobile Computing: Models and Methods, Theory and Practice

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## ABSTRACT

Text input for mobile or handheld devices is a flourishing research area. This article begins with a brief history of the emergence and impact of mobile computers and mobile communications devices. Key factors in conducting sound evaluations of new technologies for mobile text entry are presented, including methodology and experiment design. Important factors to consider are identified and elaborated, such as focus of attention, text creation versus text copy tasks, novice versus expert performance, quantitative versus qualitative measures, and the speed–accuracy trade-off. An exciting area within mobile text entry is the combined use of Fitts’ law and a language corpus to model, and subsequently optimize, a text entry technique. The model is described, along with examples for a variety of soft keyboards as well as the telephone keypad. A survey of mobile text entry techniques, both in research papers and in commercial products, is presented.

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# Text Entry For Mobile Computing

**Tao Wei**



## **Text Entry For Mobile Computing:**

**Text Entry for Mobile Computing** I. Scott MacKenzie, 2003-07-30 The four articles in this special issue of Human Computer Interaction describe recent research in mobile text entry The issue begins with a review article that provides general comments on methodologies for evaluating new text entry techniques The next two articles present Dasher a text entry technique with an interface driven from continuous two dimensional gestures and a detailed extension to the prediction model of Soukoreff and MacKenzie The final article takes a completely different approach to modeling the text entry task As a collection the articles represent a sample of promising research initiatives in text entry for mobile computing

**Text Entry for Mobile Computing** I. Scott MacKenzie, 2002-11-01 The four articles in this special issue of Human Computer Interaction describe recent research in mobile text entry The issue begins with a review article that provides general comments on methodologies for evaluating new text entry techniques The next two articles present Dasher a text entry technique with an interface driven from continuous two dimensional gestures and a detailed extension to the prediction model of Soukoreff and MacKenzie The final article takes a completely different approach to modeling the text entry task As a collection the articles represent a sample of promising research initiatives in text entry for mobile computing

**Text Entry Systems** I. Scott MacKenzie, Kumiko Tanaka-Ishii, 2010-07-28 Text Entry Systems covers different aspects of text entry systems and offers prospective researchers and developers global guidelines for conducting research on text entry in terms of design strategy evaluation methodology and requirements a discussion of the history and current state of the art of entry systems and specific guidelines for designing entry systems for a specific target depending on devices modalities language and different physical conditions of users Text entry has never been so important as it is today This is in large part due to the phenomenal relatively recent success of mobile computing text messaging on mobile phones and the proliferation of small devices like the Blackberry and Palm Pilot Compared with the recent past when text entry was primarily through the standard qwerty keyboard people today use a diverse array of devices with the number and variety of such devices ever increasing The variety is not just in the devices but also in the technologies used entry modalities have become more varied and include speech recognition and synthesis handwriting recognition and even eye tracking using image processing on web cams Statistical language modeling has advanced greatly in the past ten years and so therein is potential to facilitate and improve text entry increasingly the way people communicate This book covers different aspects of text entry systems and offers prospective researchers and developers Global guidelines for conducting research on text entry in terms of design strategy evaluation methodology and requirements History and current state of the art of entry systems including coverage of recent research topics Specific guidelines for designing entry systems for a specific target depending on devices modalities language and different physical conditions of users

[Mobile Computing, Applications, and Services](#) Gerard Memmi, Ulf Blanke, 2014-03-04 This book constitutes the thoroughly refereed post conference proceedings of the 5th

International Conference on Mobile Computing Applications and Services MobiCASE 2013 held in Paris France in November 2013 The 13 full 5 short and 9 poster papers were carefully reviewed and selected from 64 submissions and are presented together with 3 papers from the Workshop on Near Field Communication for Mobile Applications NFS The conference papers are covering mobile applications development mobile social networking novel user experience and interfaces mobile services and platforms such as Android iOS BlackBerry OS Windows phone Bada mobile software engineering and mobile Web mobile payments and M2M infrastructure mobile services such as novel hardware add ons energy aware services or tools NFC based services authentication services

**Encyclopedia of Mobile Computing and Commerce** Taniar, David,2007-04-30 The Encyclopedia of Mobile Computing and Commerce presents current trends in mobile computing and their commercial applications Hundreds of internationally renowned scholars and practitioners have written comprehensive articles exploring such topics as location and context awareness mobile networks mobile services the socio impact of mobile technology and mobile software engineering

**Handbook of Research on User Interface Design and Evaluation for Mobile Technology** Lumsden, Joanna,2008-02-28 This book compiles authoritative research from scholars worldwide covering the issues surrounding the influx of information technology to the office environment from choice and effective use of technologies to necessary participants in the virtual workplace Provided by publisher

**The Universal Access Handbook** Constantine Stephanidis,2009-06-11 In recent years the field of Universal Access has made significant progress in consolidating theoretical approaches scientific methods and technologies as well as in exploring new application domains Increasingly professionals in this rapidly maturing area require a comprehensive and multidisciplinary resource that addresses current principles

*Human-Computer Interaction* Julie Jacko,Constantine Stephanidis,2003-09-01 This is the second volume in the HCI International Conference Proceedings 2003 See following arrangement for details

*Universal Access in Human-Computer Interaction. Context Diversity* Constantine Stephanidis,2011-06-27 The four volume set LNCS 6765 6768 constitutes the refereed proceedings of the 6th International Conference on Universal Access in Human Computer Interaction UAHCI 2011 held as Part of HCI International 2011 in Orlando FL USA in July 2011 jointly with 10 other conferences addressing the latest research and development efforts and highlighting the human aspects of design and use of computing systems The 47 revised papers included in the third volume were carefully reviewed and selected from numerous submissions The papers are organized in the following topical sections universal access in the mobile context ambient assisted living and smart environments driving and interaction interactive technologies in the physical and built environment

**Human-Computer Interaction -- INTERACT 2013** Paula Kotzé,Gary Marsden,Gitte Lindgaard,Janet Wesson,Marco Winckler,2013-07-30 The four volume set LNCS 8117 8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human Computer Interaction INTERACT 2013 held in Cape Town South Africa in September 2013 The 57 papers included in the first volume are organized in topical sections on 3D navigation 3D technologies 3D object

manipulation augmented reality cognitive workload cognitive workload and decision support creating effective 3D displays cross cultural intercultural and social issues data entry mechanisms and devices design and evaluation design and evaluation of prototypes design to support creativity designing for inclusiveness designing with and for people with special needs display manipulations and diversity ICT in social development

**Computers Helping People with Special Needs** Klaus Miesenberger, Joachim Klaus, Wolfgang Zagler, Arthur Karshmer, 2008-07-14 Welcome to the proceedings of ICCHP 2008 We were proud to welcome participants from more than 40 countries from all continents to ICCHP The International Programme Committee encompassing 102 experts from all over the world selected 150 full and 40 short papers out of 360 abstracts submitted to ICCHP Our acceptance rate of about half of the submissions demonstrates the scientific quality of the programme and in particular the proceedings you have in your hands An impressive group of experts agreed to organize Special Thematic Sessions STS for ICCHP 2008 The existence of these STS sessions helped to bring the meeting into sharper focus in several key areas of assistive technology In turn this deeper level of focus helped to bring together the state of the art and mainstream technical social cultural and political developments Our keynote speaker Jim Fruchterman from BeneTech USA highlighted the importance of giving access to ICT and AT at a global level In another keynote by Harold Thimbleby Swansea University UK the role of user centred design and usability engineering in assistive technology and accessibility was addressed And finally a combination keynote and panel discussion was reserved for WAI WCAG2.0 which we expect to be the new reference point for Web accessibility from the summer of 2008 and beyond

**Mobile Computing**, 2009 This multiple volume publication advances the emergent field of mobile computing offering research on approaches observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers Provided by publisher

**Library & Information Science Abstracts**, 2007 *Multiple User Interfaces* Ahmed Seffah, Homa Javahery, 2004-01-16 Publisher Description

**ACM Transactions on Computer-human Interaction**, 2006 Presents original research that spans the field of human computer interaction The primary emphasis has been on results of broad application but the journal also publishes work focused on special domains on special requirements on ethical issues the full range of design development and use of interactive systems

*Fourth IEEE Workshop on Mobile Computing Systems and Applications*, 2002 Representing the proceedings of the June 2002 conference in Callicoon New York this slender volume contains fourteen papers on location and security implementing mobility aggregation and routing data and its context and adaptation An abstract is provided for each and b/w illustrations support most of the papers Contributors include American and a few British researchers in academia and industry Only authors are listed in the index Annotation copyrighted by Book News Inc Portland OR

**Text Entry Interfaces on Mobile Devices** Hamed Sad, 2009 This thesis focuses on one of the currently active areas of Human Computer Interaction HCI text entry on mobile devices Specifically it deals with the evaluation of text entry method interfaces on mobile devices We address the two main approaches of the evaluation empirical

user testing and model based evaluation A platform is presented for empirical user tests The platform aims to shorten the evaluation time and make the evaluation more reproducible and generalizable It s implemented on mobile device and equipped with many existing entry methods It also facilitates the implementation of a new idea for text entry New ideas can be tested by comparison to the already implemented methods The platform also includes valuable tools for the evaluation One tool is provided to help in the creation of a set of test phrases that represent a given language Another tool is for automating the most common analysis in text entry tests We presented a framework to identify classify and model the different operation in the text entry process on mobile devices It divides the process to two stages action planning stage and execution stage The action planning stage studies how the word or the text to be typed is mapped to the physical actions allowed by the entry system used The execution stage concerns the primitive tasks the user should done to produce text Some measures are proposed for the evaluation of the two stages The framework also identifies the different entities that should be taken into account during the evaluation Model based evaluation requires human performance models for the primitive tasks used in the entry process We studied three tasks frequently used in the execution stage of the entry process word disambiguation word selection from a list and tilt based interaction We present an algorithm and design guidelines for the design of efficient ambiguous keyboard layout A model for the selection of a word from a word list is constructed from an experimental study Another model for pointing and scrolling using tilt sensor on a mobile device is also presented Finally we present new design directions for the action planning stage that we think more interesting when compared to current designs They are based on knowledge we already have about our life and about the text we write They use this knowledge to allow typing a word in a more direct way compared to typing it letter by letter as it s the case in the current designs We provide two implementations to help the concretization of the concepts presented in that part of Page 6 Abstract Text entry interfaces on mobile devices Modeling design and evaluation PhD thesis 2009 the thesis The first shows how our knowledge can be used to type frequent words through using pictographs The second exploits language syntax to enable the user to type fast and to protect her him from committing typing errors The two implementations employ a specially constructed text prediction engine It implements language redundancy in storage efficient data structures It introduces the concept of meaning concept object action relation etc and separates it from its lexical representation in a given language [Graphics Interface 2014](#) Paul G. Kry,Andrea Bunt,2014-05-06 This book is the proceedings of the 40th annual Graphics Interface conference the oldest continuously scheduled conference in the field The book includes high quality papers on recent advances in interactive systems human computer interaction and graphics from around the world It covers the following topics shading and rendering geometric modeling and meshing image based rendering image synthesis and realism computer animation real time rendering non photorealistic rendering interaction techniques human interface devices augmented reality data and information visualization mobile computing haptic and tangible interfaces and perception *UIST* ,2000



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