

CMSI 370

INTERACTION DESIGN

Fall 2010

Assignment [Redux] I I 23

Due to a recently-implemented optimization that significantly improves the performance of our touch keyboard simulation (in exchange for losing desktop browser functionality), I'd like to throw in a quick re-gathering of data to see how *this* keyboard performs (in both standard and experimental designs).

Not for Submission

1. Read Chapter 5 from Shneiderman/Plaisant (Chapter 6 in older editions).
2. Read Chapters 3–4 from Norman.

For Submission

The test fixture for this experiment can be found in the *ipad-keyboard* folder within the *ixd-bazaar* repository (<http://github.com/dondi/ixd-bazaar>).

Touch Keyboard Size Experiment Re-run

Use the latest, optimized touch keyboard implementation in *ixd-bazaar* to conduct an efficiency and error rate experiment between two touch keyboard styles: standard keyboard with identically-sized letter keys, and experimental keyboard with varying letter key sizes based on the frequency with which that letter appears in the English language.

Perform a series of typing tests using *ipad-keyboard*, gather the resulting data, and draw a conclusion about the relative efficiency and error rates of the two types of keyboards.

Work on this as a group, and involve as many people as are willing to participate. Record the data and your analysis as a LaTeX report. Raw data may be stored as a plain text file.

Compare this latest round of results to the results reported on November 16. Have any conclusions changed because of the new implementation?

How to Turn it In

Send your final “redo” report consisting of the LaTeX source and any other supplementary files by November 23.