Abstract

The application module named TouchSwype allows a user to type words into applications like Notepad or Microsoft Word without accessing the keyboard or mouse. Module AbsTouch bridges the gap between a touch-screen phone and the PC by allowing the user to use the touchpad as a touch-screen for a corresponding click on the screen. The touchpad acts as a
scaled down version of the computer screen and makes the monitor a virtual touch-screen, free of cost. Opening any application demands a series of folder traversing or cluttering the desktop with “shortcuts”. The third module in the application, aptly named GestApp is a gestural application launcher where you can gesture a predefined letter onto the touchpad to open any application of your choice. People with motor impairments, often cannot use a conventional mouse and keyboard. They may lack sufficient mobility to reach for these devices, or sufficient endurance to use them for more than a few minutes. Our application, Unistroke (the combination of TouchSwype, AbsTouch and GestApp), offers an innovative alternative for those people to control their desktop and enter text.

Reference

- Jacob O. Wobbrock, Duen Horng Chau and Brad A. Myers, “An Alternative to Push, Press, and Tap-tap-tap: Gesturing on an Isometric Joystick for Mobile Phone Text Entry”
- Neil R. N. Enns (University of Toronto) and I. Scott MacKenzie (University of Guelph), “Touchpad-Based Remote Control Devices”.
- Jacob O. Wobbrock, Brad A. Myers, Htet Htet Aung (Carnegie Mellon University) and Edmund F. LoPresti, "Text Entry from Power Wheelchairs”.
- Jack Purdum, ”Wrox Press Beginning C# 3.0 An Introduction to Object Oriented Programming”
- Poika Isokoski, “Model for Unistroke Writing Time”, Computer-Human Interaction Group, Dept. of Computer and Information Sciences, University of Tampere.

Index Terms

Computer Science  Embedded Systems

Key words

TouchSwype  AbsTouch  Input Devices

Computer Access