**Summary on functionalities of existing typing tutors and listing desired functionalities for our own typing tutor**

**TypingTest.com**

I tried out the quick tour for it. I took most of the points here from their quick tour.

* Their approach to their typing tutor is called Touch Typing
* They have a motoric warm up, where they would show a virtual keyboard without the keys on it, we are to press the key where the stars appear without looking at the keyboard. The aim of this to stimulate the muscle memory. After the keys prompted has been entered correctly, score will increase for “Correct Hit” by 1 and if entered incorrectly “Misses” will increase by 1. At the end of the exercise it will also show you your accuracy which is calculated by the formula – ( (Number of keys entered correctly) / (Total number of keys entered) ) \* 100%. The title of the activity will also be shown and is now completed.
* After going through this stage, the typing tutor will then introduce new keys to the user 2 to 3 at a time. The punctuation keys are also covered in the lessons. The keys that are to be typed are shown on the screen and is also highlighted on the keyboard. The accuracy of the stage is also recorded at the end. (If needed can look into the sequence of keys they introduce i.e from keys FR-JU and so on.) The combination of the keys being taught are arranged randomly and repeated twice, separated by a space (Randomizing FR and JU and later on combined and randomized of FRJU.) [FRFR\_ FRFR\_ JUJU\_ JUJU\_][FRJU\_ FRJU\_ JRFU\_ JRFU] (\_ representing spacebar)
* After all they keys are introduced, the next stage will now involve words. Each words is repeated 3 times and separated by a space. Keys are shown on the virtual keyboard at this stage. If a key is typed wrongly, the keyboard will then highlight where you are supposed to click it. Accuracy will also be shown at the end. Typing speed is added on this stage where it is calculated by Words Per Minute (WPM).
* The next stage will train the user to type sentences. At this stage the user is supposed to have mapped the keyboard in his mind and starts using the Enter key. Keys are now not shown on the keyboard. It will only assist the user when it detects a mistake. Accuracy and WPM is shown at the end of the stage. The teachings of sentences and words go by different regions on the keyboard (showing it in a picture would be much more simpler).



* Smart review. The typing tutor analyses the user at previous stages on words where the user is having difficulty in typing it. The amount of words that will be given for the smart review differs. The user will only be allowed to move on after typing the word correctly. User is tested 4 times for each word. Enter key is used to progress the stage. The size of the keyboard is also reduced as the user progresses.
* The last part of the typing tutor involves typing a full passage. Mistakes are allowed and underlined in red, backspacing is allowed for correcting the mistakes and the size of the keyboard on screen is reduced. It will then be hidden completely.

**Desired Functionalities of TypingTest.com**

* The ability to analyse the words the users are having difficulty in.
* The ability to calculate the accuracy and WPM.
* Learning by phases. 4 letters at a time and so on.
* Smart Review

**GCFLearnFree typing tutor**

The web based typing tutor starts off by telling the story (voiced by someone) of the hardness and dedication needed in order to learn the proper way of typing. The process of learning to type takes time and people have gone through the same process in order to be able to type correctly. Started off with the key F and J.

* The constant loading is not very desirable. People without proper internet would not be able to use this really well.
* A breaking point after learning two keys where the user is able to either choose to learn more keys or practice the same set of keys.
* There is a person constantly teaching you and telling you how well you did at each point. Depending on whether you have entered a correct key or not, the person would say different sentences.
* Constant encouragement to make sure the user do not give up.
* The teaching style where it teaches keys on the same row seems rather effective (The ASDF row). After completing the row they started teaching keys VN – TU.
* Despite the words of encouragement of sorts, I got bored at this stage. It is always the same, learn 2 keys, type the keys a few times, combine with already learnt keys and then with some words. The development of stages at this point seems repetitive. I do not know how it will differ once you have finished learning all the keys on the keyboard.

**Desired Functionalities of GCFLearnFree**

* The constant encouragement to be patient and all. Not too much though

[**TypeOnline.co.uk**](http://TypeOnline.co.uk)

Another web based typing tutor, teaches the user to type row by row, starting from the home row.

* The “teachings” are just text on the page where the exercises would be. You read the text written below and start the exercise above. There are 10 exercises.
* It will tell you what mistakes that you had made but not where the mistakes were made. Accuracy and WPM also shown at the end.

**Desired functionalities of TypeOnline.co.uk**

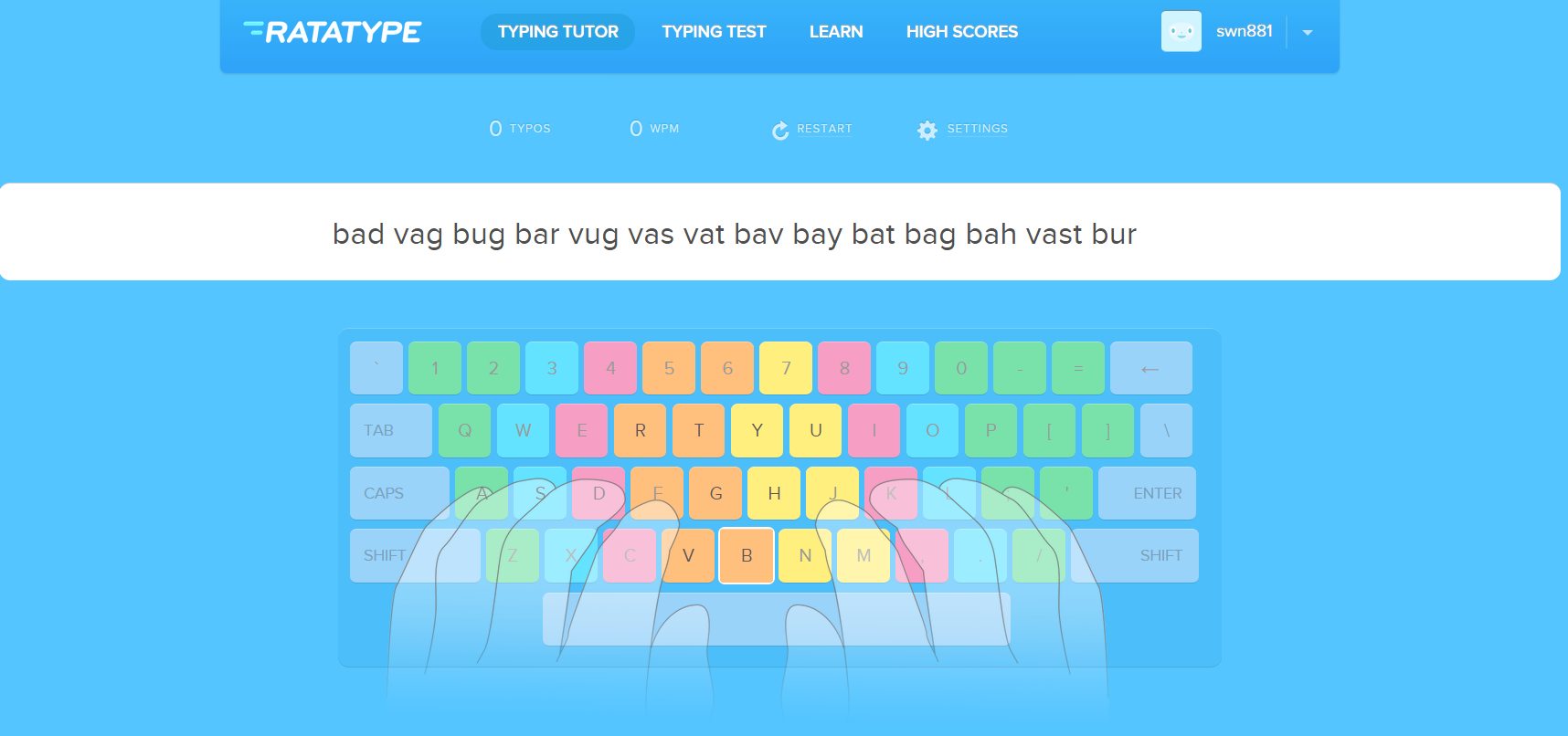
* The teaching of 4 keys at once may not be that bad after all. 2 might be a bit slow

**RataType**

Also a web based typing tutor. Teaches you two keys at a time. You can only make a maximum numbers of mistake for each stage. Making more than 3 mistakes would require you to restart the stage. In my opinion, the existence of the WPM seems to make the user want to type faster which might result in more errors. More errors then lead to frustration which ultimately leads to me closing the web browser. The virtual keyboard is nice though

Desired Functionalities of RataType

* The virtual keyboard
* The NOT SO DESIRED BUT PLACED IN DESIRED FUNCTIONALITIES would probably be the WPM. Not at early stages at least.



**Typing of the Dead OVERKILL**

It’s a video game that I got since it was related to typing. It does not teach you how to type though. The game however, is fun to play and gets me hooked to it. In short, you type the words shown on the screen to kill the zombies. At times there would be burst of letters where the user would type as the screen rotates.

* When the user has started typing on a word, and makes a mistake in the middle of the word, an incorrect sound is made and will only move on after the user types in the correct key. It will not require the user to type the whole word again.
* The user can however click a button on the keyboard to change the current word he/she is typing.

**Desired Functionalities of Typing of the Dead**

* Fun. That’s what all the other typing tutor lacks.