

## **Project Proposal**

### Group Members:

Jean Eckelberg & Alex Tjellesen

### Title:

“Text Input Application in Virtual Reality: A New Keyboard”

### Categories:

Virtual Reality

Gesture

### Project Description:

We are going to redesign text input for Virtual Reality to allow virtual reality to be used for productivity reasons. Current methods of text input are far from optimal, requiring the user to point at each character on a virtual keyboard to select. We hope to create an interface where users can use simple gestures to more quickly input text.

### Motivation:

VR is a wonderful experience but is held back in productivity due to clunky UX elements that have transferred over from the computer. Our project will open up a new wave of productivity apps for VR that can get over the hurdle of text input. Specifically, we hope to use the handheld controllers as a sort of intuitive character selection wheel. This should eliminate the awkward experience of point-and-click character selection. Though it appears this concept hasn't been attempted before, we are optimistic that our project will succeed in addressing the concerns above.

### Hardware:

An Oculus Quest and Oculus Quest 2 system will be used in the development of the project, as well as our personal computers for code development.

### Software:

We will be developing in Unity using C# on our Windows machines.

### Collaboration Plan:

Jean is our group leader. We will meet frequently in person (likely once a week) to make combined progress on the project. We will also communicate via Discord for any questions that may arise during our independent work on the project. This project will be challenging, and no one member will feasibly be able to complete it by themselves. Therefore, in order to achieve the quality of work and grade we both desire, we will surely work together.