Plano B

The keyboards produced by our method have a general characteristic of having the space character in the middle and the remaining ones in what resembles a circular shape around it. This produces keyboards that have an equivalent number of rows and columns, opposite to QWERTY, that has essentially a horizontal shape, with more columns than rows. We have implemented the newly proposed keyboards on Android, and we can see in Figure(s) (…) that a keyboard with up to 8 rows is still feasible to use without any negative interference on user experience.

Plano C

The keyboards produced by our method have a general characteristic of having the space character in the middle and the remaining ones in what resembles a circular shape around it. This produces keyboards that have an equivalent number of rows and columns, opposite to QWERTY, that has essentially a horizontal shape, with more columns than rows. We have implemented the newly proposed keyboards on Android, and we can see in Figure(s) (…) that a keyboard with up to 6 rows is still feasible to use without any negative interference on user experience. This would then make it possible to use our proposed optimized keyboards with standard characters, considering the use of a slide-like menu for characters for which diacritic versions are available. Even though layouts obtained from larger instances would possibly not yield good user experience, their use is important in assessing an optimization method’s performance.

Plano D

The keyboards produced by our method have a general characteristic of having the space character in the middle and the remaining ones in what resembles a circular shape around it. This produces keyboards that have an equivalent number of rows and columns, opposite to QWERTY, that has essentially a horizontal shape, with more columns than rows. We have implemented the newly proposed keyboards on Android, and we can see in Figure(s) (…) that a keyboard with up to 4 rows is still feasible to use without any negative interference on user experience. This would make it impossible to use some of our proposed keyboards on practice. However, we have seen from other results that our algorithm is not restrained to a certain type of keyboard aesthetic, therefore, the characters can be optimized for any general design, as long as there is a number of keys large enough to accommodate all characters from a particular instance.

Future work:

* Encontrar uma forma de contabilizar movimentos para escolher opção de diacrítico por meio de menu que abre quando segura o caractere.

a gente pode aproveitar essa deixa e matar 2 coelhos de 1x, falar que estamos criando as novas instâncias (teclas sem acento e layout de 3 linhas) por serem mais plausíveis de serem utilizadas nos smartphones

lance de caber, etc.

desse jeito a gente não só motiva melhor o uso delas, fazendo alusão ao propósito do artigo que é gerar teclados de 1 dedo pra smartphone, como acho q "neutralizamos" o revisor nesse sentido

além disso, dá pra mencionar que os teclados com teclas com acento de 7-8 fileiras são interessantes teoricamente, etc. como ele mesmo falou

acho q assim resolvemos tudo sem necessariamente mostrar como ficariam os layouts na tela do android por exemplo