First Progress Report

Our project is structured to enable three work streams to proceed in parallel –hardware build, grip recognition modelling, and user interaction schemes.

## Hardware Build

<**Varun**, please fill out this section>

## Grip Recognition Modelling

<**Zahid**, please fill out this section>

* ***Achieved***: A sensor testbed application that measures accelerometer data to help with identifying a modelling approach.
* ***Upcoming***:

## User Interaction Schemes

* ***Achieved***: Created Android application that mimics Apple’s solution to problem of using a large screen device. Developed secondary user interaction scheme that shrinks the touchable area, while maintaining aspect ratio. In progress of creating a sequence of user interactions to be used for testing.
* ***Upcoming***: Develop interface to communicate with hardware over a Bluetooth connection. Design user testing procedure, and method to objectively measure performance (accuracy of performing action, time taken, etc.)