EXPERIENTIAL RESEARCH

HOW DOES THE TOOL FOR TYPING IMPACT THE EXPERIENCE?

HOW CAN IT BE CONSIDERED WITHIN THE END PROGRAM DESIGN?

EXPLORATORY RESEARCH

WHAT ARE THE CURRENT IMPLEMENTATIONS OF KEYSTROKE ANALYSIS?

HOW DO THESE TECHNOLOGIES WORK?

WHAT PROGRAMMING LANGUAGES ARE USED TO BUILD CURRENT KEYSTROKE TECHNOLOGIES?

INVESTIGATIVE RESEARCH

HOW CAN THE TACTILE GESTURAL

PATTERNS OF TYPING BE IDENTIFIED? HOW CAN THEY BE COMMUNICATED?

EXPERIMENTAL RESEARCH

HOW CAN A TYPEFACE BE ALTERED?

WHAT ARE THE PARAMETERS THAT CAN BE CONSIDERED?

HOW WILL IT IMPACT THE TYPING EXPERIENCE?

CURATED COLLECTION OF HISTORICAL TYPING INSTRUMENTS

Keyboard in Space

Keyboard in Space is a gestural keyboard that I created using a Leap Motion sensor and Processing. Acting as an early prototype, Keyboard in Space is designed to remove the tactile-feedback of the machine from the typing process, exploring the proformative nature of typing space, reinserting the body into digital spaces.

Touchscreen Keyboard

Blue-tooth Computer Keyboard

Mechanical Computer Keyboard

Typewriter

SUSAN: THE LOGGER OF KEYS

A key-logger is a behavioral biometric technology that is used by corporations and cyber security firms. Susan, is a key-logger software that I created using C++. Much like other key-logging technologies, Susan runs in the background of the computer, saving every keystroke to a local file on the hard drive.

DYNAMIC SCALING: SCALE AS SPEED

Dynamic scaling is a program I created using Processing.JS. This program uses your rate of typing to proportionally alter the size of the characters. The faster you type, the larger the characters become.

The right-side of the program depicts the back-end calculations that are being done by the program to alter the size of the font.

GESTURAL DICTATION: RHYTHMIC NOTATION OF TACTILITY

Gestural dictation is an exploratory program that I created using Processing Java. As you type, opacity is used to signify the rhythm of your typing. The more apparent the letters, the longer the key was held-down. Overlapping letters is representative of virtually no time passed between keystrokes; in handwriting, this would be equatable to not picking up the pen between letters.

DIGITAL PENMANSHIP

Digital Penmanship (Work in Progress) uses behavioral biometrics, particularly keystroke analysis, to create dynamic typefaces that reintroduce the non-verbal into digital communication systems. Much like handwriting can disclose information about a person's identity and state of mind, each person has their own unique way of typing on a computer. Using research done in handwriting analysis and keystroke technologies, Digital Penmanship aims to augments the individual and their identity in digital communication systems.

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