Indicate the state of the world currently as it relates to text entry on freehand systems like Kinect.

The big BUT: what’s the problem with today’s current way of doing things? What problem are you solving?

THEREFORE, you did what? Say what you did. Give the key ideas that make the Bubble Keyboard interesting.

Your key findings are?

The contributions of this work are? (I see two contributions: (1) the Bubble Keyboard artifact and the techniques it embodies for movement-minimized mid-air text entry, and (2) empirical results showing that the Bubble Keyboard produces text faster with a lower error rate than the conventional on-screen QWERTY keyboard.)

Recent progression of Mid-Air Platforms such as Microsoft Kinect and Leap 3D has brought forth a need for text entry systems that function along with these platforms. Text Entry on these platforms currently employs basic gesture techniques for character selection. The general text entry structure used in the industry is best described by that of Evoluce, whose keyboard includes a display QWERTY keyboard and a pointer which is controlled by the position of your hand and a forward gesture to select letters. However, other non-standard keyboards have been created by members of the public, many of which can be seen on Youtube.

However, the systems currently used in the industry do not use the greater potential of gesture based analysis. Little research has been done on the potential of more gesture dependent text entry systems in contrast with more position dependent text entry systems. This research demonstrates the possible improvements that could be made for mid-air text entry systems if we utilized more gesture dependent text entry systems.