

Projectpresentation:

Vlog Day 1:

...Show plate with date...

So this is officially the first day of work on my bachelors thesis and accompanying project. My goal for this project is to create a five finger text input device and its system of operation. To start off I got a few materials to work with: 4 Keyboards *...Hold up Keyboards to camera...* and a few cables and buttons *....show buttons and cables.*

I don't quite know how to go from this *...show keyboard...*, to a handheld text input device but im gonna get there somehow.

Vlog Day 2:

...show plate with date...

So after watching a few video tutorials I dismembered my first keyboard *...scatter keys...* and discovered that it's not made out of 100 individual buttons that are connected to the computer individually. Instead its has a set of lines distributed on two layers of sheets....*show lines...* One key is pressed down and two lines meet and thus the character is born.

Vlog Day 3:

...date shows top right corner...

There are 26 contact pins on the circuit board. *...show circuit board...* The lines lead to 5 and 21 contacts. That makes 105 possible combinations. A standard keyboard consist of 105 keys, what a coincidence.

Vlog Day 4:

...date shows top right corner...

If I want to implement all 105 possible keys that means each finger gets assigned 21 different options... in no way is this efficient. But for text input only about 26 letters and a few special characters are needed, so about 6 different options per finger.

Vlog Day 5:

...date shows top right corner...

I finished my first prototype, its based on the old t9 text input but currently uses 8 buttons for letters and 3 additional for backspace and special characters. Not 5 keys yet, but a lot less than 31.

Vlog Day 6:

...date shows top right corner...

I finished my 2nd prototype, it has 5 keys which is a success but the system still needs a lot of work. The letters are sorted after frequency of use and each finger has a value. Because you're able to press more than one button simultaneously and we have five fingers at our disposal, that leaves us with exactly 31 possible combinations. The more frequent a character is, the easier the combination of fingers used. But learning the combinations takes time...

...montage of 3rd to 12th prototype...

Blablabla.... But the entry system still needs work.

...black screen...

Vlog Day 19:

...show plate with date...

I finally found a system that works and is easy to remember and to learn. In terms of combinations the order of input is important, so with five fingers we have 325 combinations at our disposal. More than enough. The characters are sorted in the standard alphabet which increases memorability. Alongside the device is a small guide on the computer screen that helps you learn the system and guides you to type faster.

~~*There could be time to explain the system tba*~~

In reality it's still a breadboard with loose cables and buttons, but this is how the device could potentially look with a bit more work.

...Show rendering...

Planning:

Day 1 -> 26.10.2020	freshly shaved, nice dressed, open hair, little plants
Day 2 -> 02.11.2020	freshly shaved, normal, open hair
Day 3 -> 04.11.2020	shaved, tied together

Day 4 -> 07.11.2020 shaved, tied together
Day 5 -> 16.11.2020 beard groomed, hair loose
Day 6 -> 27.11.2020 beard ungroomed, hair loose
Day n -> from 1. – 28.12 different stages of selfcare
Day 19 -> 10.01.2021 shaved, nice dressed, hair curly, a lot of plants
Change earrings, lighting and background a few times