Study Design I

Compare 2 text input methods on a mobile phone:

- Type of study: Quantitative evaluation

- Method 1: QWERTY
- Method 2: Swype

- H1: Swype is faster than QWERTY
- H2: Swype is less error-prone than QWERTY

Study Design II

- Task: Type 10 given sentences with each method.
- Participants: at least 10 people

- Dependent variables: time (stop watch), error rate (log)
- Independent variables: text input method

- Within subjects design
- Counterbalancing: even number of participants, 50% start with method 1, 50% with method 2

Study Design III

- Drawback: Participants might be used to QWERTY and not to Swype text input

    → Training beforehand: before logging time and error rate for each method, participant can train method with writing 2 sentences.