C-05

A Study on User Interface of Korean Text Input Systems for Mobile Phones

Dong-Yeon Lee
Dept. of Design Engineering, Korea University of Technology & Education
Kyung-Ha Han
Woofer Design Co.,

Abstract

As is well known, the recent explosive increase in the use of mobile phones worldwide is creating a demand for more various functions, besides basic tele-functions like sending and receiving messages.

Especially, in Korea, text messaging has become a new way of communication in the mobile telecommunication sector, and so the text input method has become an important issue when we design mobile phones.

Therefore, in this study, through usability testing and through the analysis and comparison of various Korean text input methods, we evaluated the usability of each method.

Furthermore, through user and task analysis and comparison, we tried to clarify real problems of the user interface scenario. By investigating the test users, such as the experimenter's personal characteristics, usability performance testing with each Korean text input system and interviews after testing, etc, we were able to get the results of evaluation of quantitative analysis and a qualitative interpretation of these.

Henceforth, when a new Korean text input system for mobiles is developed, if the results that we gained from this study such as the problems and special characteristics of user interface side are reflected in designing mobile phones, it will certainly contribute to offering a more useful and easy way to use text input systems for mobile users.

Keywords

Korean Text Input Systems, Mobile Phones, Usability Test

D-01

Scenario-Based Design of An Emotional Robot Using By Hamster Characterization

Sona Kwak
Department of Industrial Design
Myung Suk Kim
Department of Industrial Design
Yoon Keun Kwak
Department of Mechanical Engineering

Abstract

Most of the pet robots till now are for "just watching and enjoying", and they emphasize mechanical movement. This paper presents the scenario-based design of a portable emotional robot, which can communicate with the owner in a friendly manner using visual, audio, and tactile sensors.

We analyzed hamster's ecological, anatomical, and behavioral facts. With these data, we characterized an emotional hamster robot that could act in response to its own judgment and external stimulation. It has various emotional expressions, such as joy, sadness, gloominess, and anger. Also, it has a system to transmit messages between the owners of the robots.

This product consists of the robot body for display of emotional expressions and the watch-type remote control for communicating with the emotional robot.

Keywords

Portable Emotional Robot, Scenario-based Design and Characterization Method