Dactylography Games

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A preliminary research shows that 93.3% of the sample is not aware of their efficiency level relative to the use of a computer keyboard. Henceforth, the following question arises, is it possible to develop a computerized system that allows measuring in efficiency and efficacy of a typing learning process? Answer this question, the idea to create the project "Dactylography Games" arise. The project is composed of a software package, two electronic and wireless gloves (one for the right hand and the other for the left hand). Both gloves are able to interact with the software in order to detect efficiency and efficacy in the typing process. The methodology applied includes the following processes, 1) preliminary research. 2) Software design. 3) Design and build up of the left and right glove. 4) System coding. 5) System testing. 6) Implementation, and 7) documentation. The results show that 100% of the practices demonstrate statistic data about the effectiveness and efficiency levels registered during the process of typing learning.

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