

formance of a bezel-based system we developed a bezel-based text entry technique. We found it to be competitive with existing techniques in terms of speed, accuracy, and ease of learning and usage. This shows that bezel-initiated marks can be used to interact with realistic touchscreen applications, while paying minimal visual attention to the screen. While encouraging, these results must be interpreted with caution. The small sample size, non-native speakers as participants, limited our analyses. More participants are required to make a stronger claim.

As the accuracy of originating the mark from the correct bezel is very high, different variations of bezel menu such as (a) both level-1 and level-2 marks starting from the bezel similar to simple marking menus [38], and (b) marks starting and ending at the bezels, are worth exploring. Bezel menu can provide a 2-layer interaction on a touchscreen phone, as the first layer can be on-screen controls, and the second layer of menus can be pulled out from the bezel. The obtained results are not limited to text entry, and can be readily applied to other applications. We hope that our work will inform future designers to design better bezel-based interaction techniques.

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