Problem
As an alternative to other mobile keyboards, the KLOA keyboard needs to be designed in a way that makes it competitive with other systems. During its development, the KLOA keyboard has yet to be usability tested.

Solution
KLOA was put in front of users, iterated over its design based on their feedback, and repeated for up to three design iterations. In total, ten one week long usability studies were conducted in order to evaluate how visual design elements of the system help users learn and continue to use the keyboard.

Key Findings

- **9 of 10** participants could not properly find and/or select punctuation.
- **10 of 10** participants reported some kind of error with the error correction system.
- **9 of 10** participants could not learn the keyboard without an animation or arrow indicator.

Final Design

- **Swipe up punctuation menu.**
- **Error correction options at the top provided,** and **difficult auto-corrected words fixed.**
- **Arrow indicators placed on buttons and select animations on letters.**

Process

- **Preliminary Findings**
- **Design Iteration One**
- **Design Iteration Two**
- **Usability Study One**
- **Design Iteration Three**
- **Usability Study Two**