

## Learn to type backwards on a Grippity

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This guest post was provided by LaptopLogic - your premiere source for the latest laptop news. In a move that some might call reinventing the wheel, a very secretive entrepreneur is developing a radical take on the QWERTY keyboard design called the "Grippity."

There have been a number of attempts to make typing a more natural, ergonomic process. The most publicly successful iteration is the split keyboard design, or "Natural" as Microsoft calls it.

With a relatively small learning curve, these keyboards had a strong wave of acceptance when repetitive stress injury got a big focus in the 90's and are still around in smaller numbers today.

This writer likes the feel of a natural keyboard and even types with fewer errors on it, but alas, I live out of a notebook so a split keyboard isn't possible.

The device is held like a large game controller and you actually type on the back of the device. Your fingers wrap around to the back where the Grippity's "keys" are pressed for input.

There are a series of hot keys at the top of the device, which appear to be directional control (like your keyboard's arrow or page up/down keys), multimedia controls including volume & mute, and what looks to be a joystick.

If that's not enough, the qwerty keys can double as hot keys via an orientation sensor if you flip the unit over. In combination with the mouse-pointing joystick, there are two triggers on the back that function as mouse buttons.

Engadget has a video of the device's creator using it at CES and frankly, he doesn't look to speedy using it himself. I suppose the value is in being able to type & mouse without needing a flat surface to sit on. Maybe this will make using your HDTV as a PC display and computing from the couch a reality?

The device is expected to go on sale around six months from now at a price around \$100 USD.