A bit of history...

The first keyboard layout was designed by the inventor of the typewriter, Christopher Latham Sholes. It looked a bit like a piano:

```
3 5 7 9 N O P Q R S T U V W X Y Z
2 4 6 8 . A B C D E F G H I J K L M
```

The problem with this is that bigrams like "ST" would jam the typewriter by slamming two bars near each other at once. Sholes fixed this by going through a trial and error process to eliminate the placement of common digraphs next to each other. The resulting layout looked like this:
A bit of history...

The first keyboard layout was designed by the inventor of the typewriter, Christopher Latham Sholes. It looked a bit like a piano:

- 3 5 7 9 N O P Q R S T U V W X Y Z
  2 4 6 8 . A B C D E F G H I J K L M
The first keyboard layout was designed by the inventor of the typewriter, Christopher Latham Sholes. It looked a bit like a piano:

- 3 5 7 9 N O P Q R S T U V W X Y Z
- 2 4 6 8 . A B C D E F G H I J K L M

The problem with this is that bigrams like ST would jam the typewriter by slamming two bars near each other at once.
A bit of history...

The first keyboard layout was designed by the inventor of the typewriter, Christopher Latham Sholes. It looked a bit like a piano:

```
- 3 5 7 9 N O P Q R S T U V W X Y Z
  2 4 6 8 . A B C D E F G H I J K L M
```

The problem with this is that bigrams like ST would jam the typewriter by slamming two bars near each other at once.
Sholes fixed this by going through a trial and error process to eliminate the placement of common digraphs next to each other.
The first keyboard layout was designed by the inventor of the typewriter, Christopher Latham Sholes. It looked a bit like a piano:

```
   - 3 5 7 9 N O P Q R S T U V W X Y Z
  2 4 6 8 . A B C D E F G H I J K L M
```

The problem with this is that bigrams like ST would jam the typewriter by slamming two bars near each other at once. Sholes fixed this by going through a trial and error process to eliminate the placement of common digraphs next to each other. The resulting layout looked like this:
Sholes sold his typewriter patent to Remington
Sholes sold his typewriter patent to Remington

Remington sold a few hundred typewriters
Sholes sold his typewriter patent to Remington
Remington sold a few hundred typewriters
Sholes made a new typewriter without the clashing typebars, including a new efficient layout to go with it
Sholes sold his typewriter patent to Remington
Remington sold a few hundred typewriters
Sholes made a new typewriter without the clashing typebars, including a new efficient layout to go with it
Remington liked his new typewriter, but did not want to change the QWERTY layout
Sholes sold his typewriter patent to Remington
Remington sold a few hundred typewriters
Sholes made a new typewriter without the clashing typebars, including a new efficient layout to go with it
Remington liked his new typewriter, but did not want to change the QWERTY layout
This made Sholes sad
More history...

- Sholes sold his typewriter patent to Remington
- Remington sold a few hundred typewriters
- Sholes made a new typewriter without the clashing typebars, including a new efficient layout to go with it
- Remington liked his new typewriter, but did not want to change the QWERTY layout
- This made Sholes sad
- Sholes died of tuberculosis
Issues with QWERTY

- Many common letter combinations require awkward finger motions.
Many common letter combinations require awkward finger motions.

Many common letter combinations require a finger to jump over the home row.
Many common letter combinations require awkward finger motions.
Many common letter combinations require a finger to jump over the home row.
Many common letter combinations are typed with one hand. (e.g. was, were)
Issues with QWERTY

- Many common letter combinations require awkward finger motions.
- Many common letter combinations require a finger to jump over the home row.
- Many common letter combinations are typed with one hand. (e.g. was, were)
- Most typing is done with the left hand, which for most people is not the dominant hand.
Many common letter combinations require awkward finger motions.

Many common letter combinations require a finger to jump over the home row.

Many common letter combinations are typed with one hand. (e.g. was, were)

Most typing is done with the left hand, which for most people is not the dominant hand.

About 16% of typing is done on the lower row, 52% on the top row and only 32% on the home row.
In 1932, Dr. August Dvorak and Dr. William Dealey designed a keyboard layout based off the concept of a *home row*. 

![Keyboard Layout Diagram]
Dvorak and Dealey’s design principles:

- Letters should be typed by alternating between hands
Dvorak to the Rescue!

Dvorak and Dealey’s design principles:

- Letters should be typed by alternating between hands
- Vowels are on the left, consonants on the right
Dvorak and Dealey’s design principles:

- Letters should be typed by alternating between hands
  - Vowels are on the left, consonants on the right
- The most common letters and bigrams should be the easiest to type.
Dvorak and Dealey’s design principles:

- Letters should be typed by alternating between hands
  - Vowels are on the left, consonants on the right
- The most common letters and bigrams should be the easiest to type.
- The least common letters should be on the bottom row which is the hardest row to reach.
Dvorak to the Rescue!

Dvorak and Dealey’s design principles:

- Letters should be typed by alternating between hands
  - Vowels are on the left, consonants on the right

- The most common letters and bigrams should be the easiest to type.

- The least common letters should be on the bottom row which is the hardest row to reach.

- The right hand should do more of the typing because most people are right-handed.
Do your fingers hurt?

Typing *Nineteen eighty-four* by George Orwell

<table>
<thead>
<tr>
<th>~</th>
<th>!</th>
<th>@</th>
<th>#</th>
<th>$</th>
<th>%</th>
<th>^</th>
<th>&amp;</th>
<th>*</th>
<th>(</th>
<th>)</th>
<th>_</th>
<th>+</th>
<th>Backspace</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>0</td>
<td>-</td>
<td>=</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tab</th>
<th>Q</th>
<th>W</th>
<th>E</th>
<th>R</th>
<th>T</th>
<th>Y</th>
<th>U</th>
<th>I</th>
<th>O</th>
<th>P</th>
<th>{</th>
<th>}</th>
<th>[</th>
<th>]</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>q</td>
<td>w</td>
<td>e</td>
<td>r</td>
<td>t</td>
<td>y</td>
<td>u</td>
<td>i</td>
<td>o</td>
<td>p</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Caps Lock</th>
<th>A</th>
<th>S</th>
<th>D</th>
<th>F</th>
<th>G</th>
<th>H</th>
<th>J</th>
<th>K</th>
<th>L</th>
<th>:</th>
<th>;</th>
<th>&quot;</th>
<th>Enter</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a</td>
<td>s</td>
<td>d</td>
<td>f</td>
<td>g</td>
<td>h</td>
<td>j</td>
<td>k</td>
<td>l</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LShift</th>
<th>Z</th>
<th>X</th>
<th>C</th>
<th>V</th>
<th>B</th>
<th>N</th>
<th>M</th>
<th>&lt;</th>
<th>&gt;</th>
<th>?</th>
<th>RShift</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>z</td>
<td>x</td>
<td>c</td>
<td>v</td>
<td>b</td>
<td>n</td>
<td>m</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| Ctrl | Win | Alt | | | | | | | | | | |
|------|-----|-----|---|---|---|---|---|---|---|---|---|
|  |  |  | | | | | | | | | | |

**QWERTY: Distance fingers moved: 10.4 miles**

<table>
<thead>
<tr>
<th>~</th>
<th>!</th>
<th>@</th>
<th>#</th>
<th>$</th>
<th>%</th>
<th>^</th>
<th>&amp;</th>
<th>*</th>
<th>(</th>
<th>)</th>
<th>_</th>
<th>+</th>
<th>Backspace</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>0</td>
<td>-</td>
<td>=</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tab</th>
<th>,</th>
<th>.</th>
<th>,</th>
<th>.</th>
<th>P</th>
<th>Y</th>
<th>F</th>
<th>C</th>
<th>R</th>
<th>L</th>
<th>?</th>
<th>+</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>,</td>
<td>.</td>
<td>,</td>
<td>.</td>
<td>p</td>
<td>y</td>
<td>f</td>
<td>c</td>
<td>r</td>
<td>l</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Caps Lock</th>
<th>A</th>
<th>O</th>
<th>E</th>
<th>U</th>
<th>I</th>
<th>D</th>
<th>H</th>
<th>T</th>
<th>N</th>
<th>S</th>
<th>-</th>
<th>Enter</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a</td>
<td>o</td>
<td>e</td>
<td>u</td>
<td>i</td>
<td>d</td>
<td>h</td>
<td>t</td>
<td>n</td>
<td>s</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LShift</th>
<th>Q</th>
<th>J</th>
<th>K</th>
<th>X</th>
<th>B</th>
<th>M</th>
<th>W</th>
<th>V</th>
<th>Z</th>
<th>RShift</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>q</td>
<td>j</td>
<td>k</td>
<td>x</td>
<td>b</td>
<td>m</td>
<td>w</td>
<td>v</td>
<td>z</td>
<td></td>
</tr>
</tbody>
</table>

| Ctrl | Win | Alt | | | | | | | | | | |
|------|-----|-----|---|---|---|---|---|---|---|---|---|
|  |  |  | | | | | | | | | | |

**Dvorak: Distance fingers moved: 6.2 miles**

Jack Rosenthal

On Keyboards and Things...
Why did I initially switch keyboard layouts?

Jesse Weaver is entirely responsible for this. But he led me to do my own research.
Why did I initially switch keyboard layouts?

- Jesse Weaver is entirely responsible for this.
Why did I initially switch keyboard layouts?

- Jesse Weaver is entirely responsible for this.
- But he led me to do my own research.
### Colemak Design principles:
Change QWERTY as little as possible while bringing efficiency similar to Dvorak.
Be easy to learn if you are already a good QWERTY typist.

### Why I abandoned it:
- It's no better at programming than QWERTY.
- It doesn't have enough hand alternation for my liking.
- Too much lateral motion while typing.

---

**Jack Rosenthal**

_**On Keyboards and Things...**_
### Design principles:

- Change QWERTY as little as possible while bringing efficiency similar to Dvorak.
- Be easy to learn if you are already a good QWERTY typist.
Colemak

Design principles:

- Change QWERTY as little as possible while bringing efficiency similar to Dvorak.
- Be easy to learn if you are already a good QWERTY typist.

Why I abandoned it:

- It’s no better at programming than QWERTY.
- It doesn’t have enough hand alternation for my liking.
- Too much lateral motion while typing.
Typing *Nineteen eighty-four* by George Orwell

<table>
<thead>
<tr>
<th>~</th>
<th>!</th>
<th>@</th>
<th>#</th>
<th>$</th>
<th>%</th>
<th>^</th>
<th>&amp;</th>
<th>*</th>
<th>(</th>
<th>)</th>
<th>_</th>
<th>+</th>
<th>Backspace</th>
</tr>
</thead>
<tbody>
<tr>
<td>`</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>Tab</td>
<td>Q</td>
<td>W</td>
<td>F</td>
<td>P</td>
<td>G</td>
<td>J</td>
<td>L</td>
<td>U</td>
<td>Y</td>
<td>:</td>
<td>{</td>
<td>}</td>
<td></td>
</tr>
<tr>
<td>q</td>
<td>w</td>
<td>f</td>
<td>p</td>
<td>g</td>
<td>j</td>
<td>l</td>
<td>u</td>
<td>y</td>
<td>;</td>
<td>[</td>
<td>]</td>
<td>\</td>
<td></td>
</tr>
<tr>
<td>Backspace</td>
<td>A</td>
<td>R</td>
<td>S</td>
<td>T</td>
<td>D</td>
<td>H</td>
<td>N</td>
<td>E</td>
<td>I</td>
<td>O</td>
<td>&quot;</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td>a</td>
<td>r</td>
<td>s</td>
<td>t</td>
<td>d</td>
<td>h</td>
<td>n</td>
<td>e</td>
<td>i</td>
<td>o</td>
<td>&quot;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LShift</td>
<td>Z</td>
<td>X</td>
<td>C</td>
<td>V</td>
<td>B</td>
<td>K</td>
<td>M</td>
<td>&lt;</td>
<td>&gt;</td>
<td>?</td>
<td>RShift</td>
<td></td>
<td></td>
</tr>
<tr>
<td>z</td>
<td>x</td>
<td>c</td>
<td>v</td>
<td>b</td>
<td>k</td>
<td>m</td>
<td>,</td>
<td>.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ctrl</td>
<td>Win</td>
<td>Alt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>AltGr</td>
<td>Win</td>
<td>R-CIk</td>
<td>Ctrl</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
A keyboard layout designed to combine the ambition of Dvorak, practicality of Colemak, and the symbols of Neo.
Antibracket

A keyboard layout designed to combine the ambition of Dvorak, practicality of Colemak, and the symbols of Neo.

<table>
<thead>
<tr>
<th>Comp</th>
<th>&quot;</th>
<th>_</th>
<th>[</th>
<th>]</th>
<th>^</th>
<th>!</th>
<th>&lt;</th>
<th>&gt;</th>
<th>=</th>
<th>&amp;</th>
<th>BKSP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tab</td>
<td>/</td>
<td>-</td>
<td>{</td>
<td>}</td>
<td>*</td>
<td>?</td>
<td>(</td>
<td>)</td>
<td>'</td>
<td>:</td>
<td>Enter</td>
</tr>
<tr>
<td>Shift</td>
<td>#</td>
<td>$</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>\</td>
<td>@</td>
<td>Shift</td>
</tr>
<tr>
<td>Ctrl</td>
<td>Win</td>
<td>Alt</td>
<td>Space</td>
<td>Alt</td>
<td>Win</td>
<td>Menu</td>
<td>Ctrl</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
A keyboard layout designed to combine the ambition of Dvorak, practicality of Colemak, and the symbols of Neo.
Antibracket

A keyboard layout designed to combine the ambition of Dvorak, practicality of Colemak, and the symbols of Neo.

<p>| | | | | | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>`</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>0</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>=</td>
</tr>
<tr>
<td>BKSP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Comp</th>
<th>W</th>
<th>F</th>
<th>U</th>
<th>Y</th>
<th>Z</th>
<th>X</th>
<th>H</th>
<th>P</th>
<th>B</th>
<th>Q</th>
<th>Esc</th>
<th>L0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tab</td>
<td>L</td>
<td>O</td>
<td>E</td>
<td>A</td>
<td>I</td>
<td>N</td>
<td>R</td>
<td>T</td>
<td>D</td>
<td>S</td>
<td>Pnc</td>
<td>Enter</td>
</tr>
<tr>
<td>Shift</td>
<td>,</td>
<td>G</td>
<td>M</td>
<td>J</td>
<td>;</td>
<td>V</td>
<td>K</td>
<td>C</td>
<td>.</td>
<td>Num</td>
<td>Shift</td>
<td></td>
</tr>
<tr>
<td>Ctrl</td>
<td>Win</td>
<td>Alt</td>
<td>Space</td>
<td>Alt</td>
<td>Win</td>
<td>Menu</td>
<td>Ctrl</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Typing *Nineteen eighty-four* by George Orwell

Distance fingers moved: 6.3 miles
The WULY Antimak

Me on 13 Feb 2015

An ergonomic modifier based keyboard layout with Antibracket’s symbols and numbers and a home row practically stolen from Colemak. Also focuses around ease of vimming and still optimised for the English language... so basically it’s crack for your keyboard.
Typing *Nineteen eighty-four* by George Orwell

Distance fingers moved: 5.6 miles
My BuTeck ADNW Variant

On Keyboards and Things...
Jack’s Third Layout: Three

On Keyboards and Things...
Jack’s Third Layout: Three

On Keyboards and Things...
Typing *Nineteen eighty-four* by George Orwell

Distance fingers moved: 4.9 miles
Other notable keyboard layouts worth researching

- Programmers Dvorak
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
- ARENSITO
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
- ARENSITO
- LCK (Ask Jason)
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
- ARENSITO
- LCK (Ask Jason)
- Neo
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
- ARENSITO
- LCK (Ask Jason)
- Neo
- ADNW
Other notable keyboard layouts worth researching

- Programmers Dvorak
- Workman
- ARENSITO
- LCK (Ask Jason)
- Neo
- ADNW
- BuTeck ADNW
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.

2. Change layouts on your computer. Don’t rearrange your keys to match your layout.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.

2. Change layouts on your computer. Don’t rearrange your keys to match your layout.

3. Throw out the reference card after you know where everything is. This should be after a few hours of use.

4. Struggle. You must go cold turkey for the switch to be effective.

5. Keep struggling. Focus on accuracy, not speed.

6. Once you are accurate, you will naturally start to type faster.

7. Impress your friends.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.

2. Change layouts on your computer. Don’t rearrange your keys to match your layout.

3. Throw out the reference card after you know where everything is. This should be after a few hours of use.

4. Struggle. You must go cold turkey for the switch to be effective.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.

2. Change layouts on your computer. Don’t rearrange your keys to match your layout.

3. Throw out the reference card after you know where everything is. This should be after a few hours of use.

4. Struggle. You must go cold turkey for the switch to be effective.

5. Keep struggling. Focus on accuracy, not speed.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.
2. Change layouts on your computer. Don’t rearrange your keys to match your layout.
3. Throw out the reference card after you know where everything is. This should be after a few hours of use.
4. Struggle. You must go cold turkey for the switch to be effective.
5. Keep struggling. Focus on accuracy, not speed.
6. Once you are accurate, you will naturally start to type faster.
Switching keyboard layouts

1. Print out the layout reference card and prop it up in front of your monitor.
2. Change layouts on your computer. Don’t rearrange your keys to match your layout.
3. Throw out the reference card after you know where everything is. This should be after a few hours of use.
4. Struggle. You must go cold turkey for the switch to be effective.
5. Keep struggling. Focus on accuracy, not speed.
6. Once you are accurate, you will naturally start to type faster.
7. Impress your friends.
If you use QWERTY, don’t.
If you use QWERTY, don’t.

You should do your own research and find a keyboard layout you like.
If you use QWERTY, don’t.

You should do your own research and find a keyboard layout you like.

There is no best keyboard layout, each layout has its advantages.