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Finger Gesture to Quit an Application on Mobile Devices

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FINGER GESTURE TO QUIT AN APPLICATION ON MOBILE DEVICES

ABSTRACT

A method is disclosed for quitting an application on a device with a touchscreen such as a mobile phone. The method uses a finger gesture that works on the mobile operating system level to close applications running on the device. The system requires the user to draw the alphabet "X" using his/her finger on the screen, which closes the application running on the device. The method provides a quick, efficient and universal gesture to quit an application at the operating system level that functions across all the applications running.

BACKGROUND

When a user intends to quit an application on touchscreen devices, he/she is taken through a couple of steps on the user interface of the application before quitting. The user may actually expect to dismiss the application in one step and will have less satisfaction and poor user experience if asked to go through multiple steps to quit the application. While some applications do not provide clear instructions for quitting, others may not share a common or consistent way to do so. This requires users to learn and follow application-specific steps for quitting each application. Although users could quit a running application using the task manager, there is no quick, intuitive or universally applicable method to quit an application.

DESCRIPTION

The disclosure presents a method and system for quitting an application on a device that uses touchscreens for input (e.g. a mobile phone). The method uses a finger gesture that works

on the operating system level to close the current application. The user draws a predetermined sign, e.g., the alphabet "X" using his/her finger on the screen of the device. The system recognizes the gesture and closes the current application.

The system requires the fulfillment of two conditions for enablement: a time out feature and a size requirement. For the system to quit an application, the user needs to complete the action of drawing the alphabet "X" within a suitable time interval, beyond which the action will be timed out. Similarly, unless the X drawn is of sufficient height and width, it may not be recognized by the system. The method may require both the above conditions to be satisfied before the application is exited. For example, the timeout condition could be 500 milliseconds and the size threshold could be 80% in height and width of the central area of the screen defined as the "hot spot" as shown in Figure 1.

Figure.1: The use of gesture 'X' for quitting an application on a touchscreen device

The alphabet "X" as a visual symbol of "quit" is intuitive for the user to understand and remember. Thus the disclosed method provides a quick, efficient and universal gesture to quit an application at the system level that works across all the applications running on a touchscreen-based device such as a mobile telephone.