Designing Interactive Systems 1

Lab 1: Fitts' Law, CMN Model, Assignment 1: Fitts' Law

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Winter term 2019/20 http://hci.ac/dis

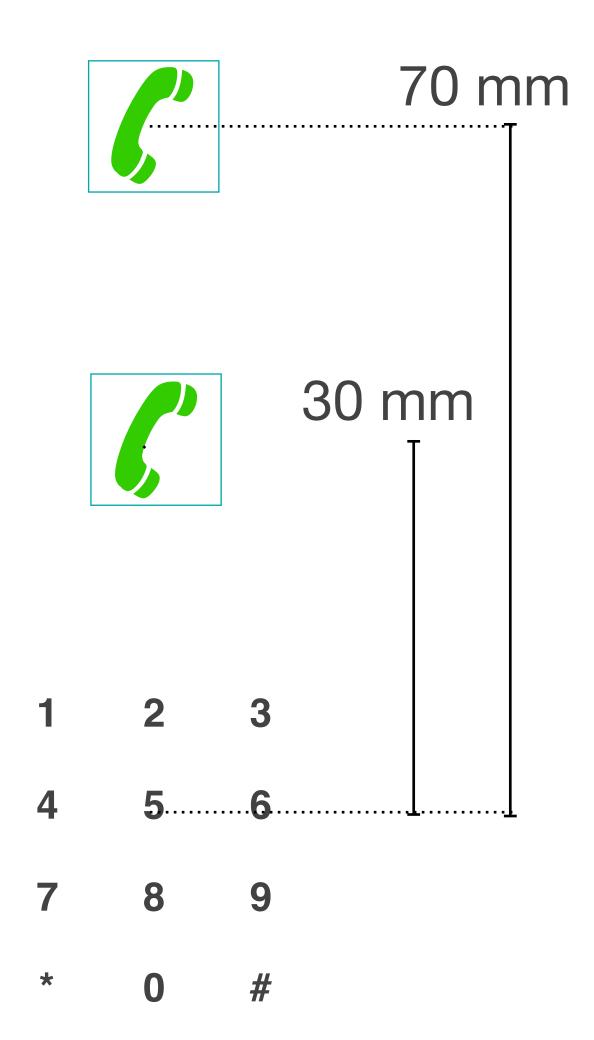


Fitts' Law



In-Class Exercise 2

- How much faster does calling become by moving the "call" button from 70 mm distance to 30 mm distance, measured from the middle of the keypad?
 The size of the call button is 10 x 10 mm
- Shannon's formulation: $T_{pos} = a + b \cdot \log_2 \left(\frac{D}{W} + 1 \right)$
- Use a = 0 ms, $b = I_M = 100 \text{ ms/bit}$





Solution

$$T_{pos1} = I_{M} \cdot \log_{2} \left(\frac{D_{1}}{W} + 1 \right)$$

$$T_{pos2} = I_{M} \cdot \log_{2} \left(\frac{D_{2}}{W} + 1 \right)$$

$$T_{pos1} - T_{pos2} = I_{M} \cdot \left(\log_{2} \left(\frac{D_{1}}{W} + 1 \right) - \log_{2} \left(\frac{D_{2}}{W} + 1 \right) \right)$$

$$= 100 \frac{ms}{bit} \cdot \left(\log_{2} \left(\frac{70}{10} + 1 \right) - \log_{2} \left(\frac{30}{10} + 1 \right) \right) bit$$

$$= 100 \ ms \cdot (\log_{2} 8 - \log_{2} 4)$$

$$= 100 \ ms \cdot (3 - 2)$$

$$= 100 \ ms$$

⇒ Moving the call button speeds up each call by an average of about 100 ms.



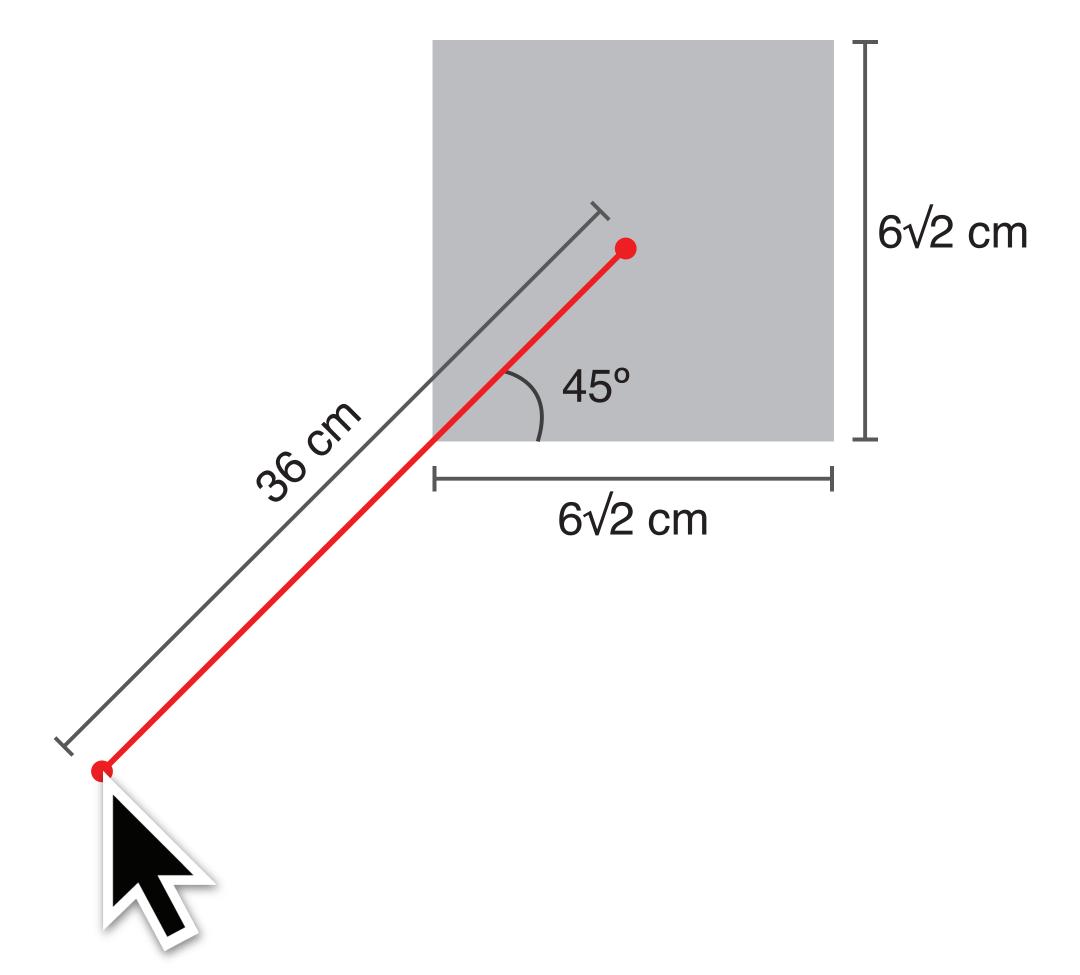
In-Class Exercise 3

- Task: Calculate the average time (in ms) needed to reach the button.
- You don't need a calculator

Shannon's Formula :
$$T_{\text{pos}} = a + b \cdot \log_2 \left(\frac{D}{W} + 1 \right)$$

$$a = 0 ms$$

$$b = I_M = 100 \frac{ms}{bit}$$





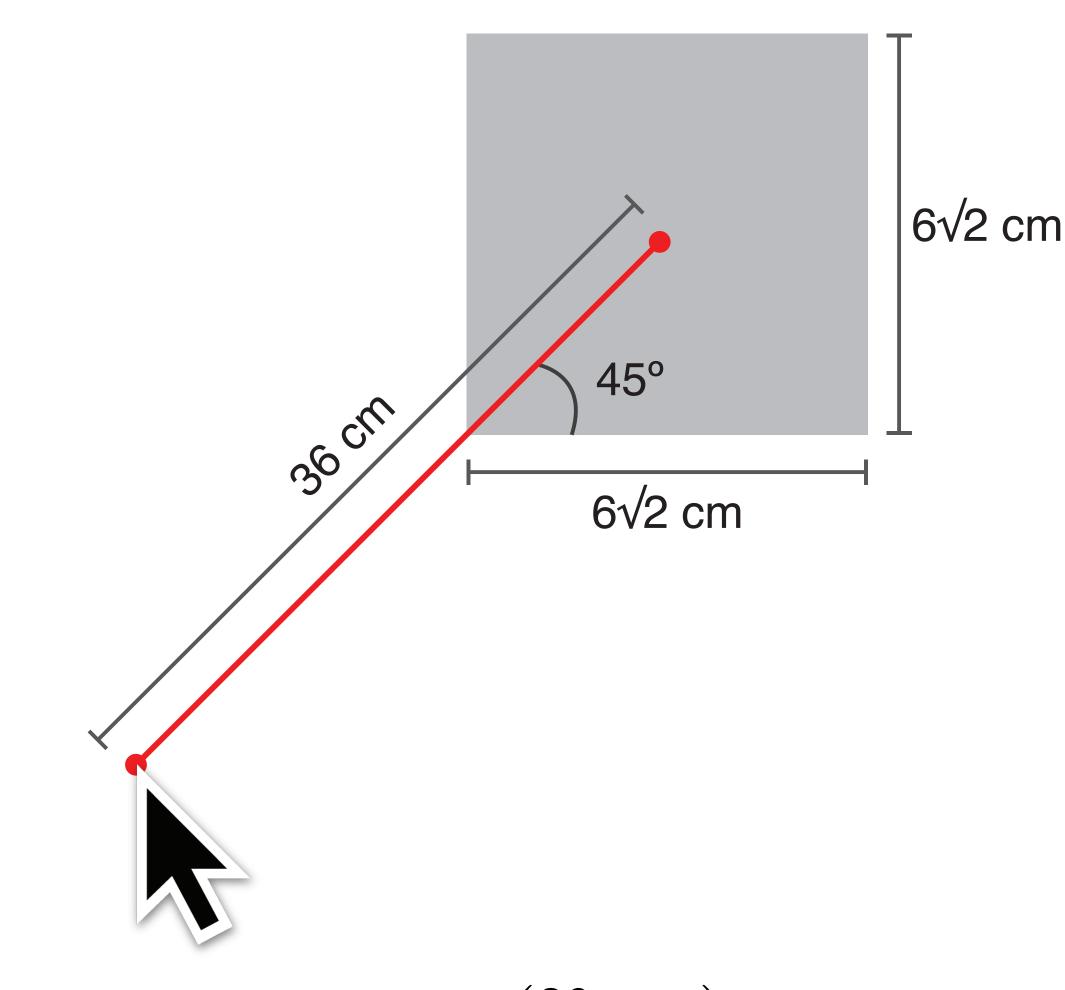
Solution

Shannon's Formula :
$$T_{\rm pos} = a + b \cdot \log_2 \left(\frac{D}{W} + 1\right)$$

$$a = 0 \ ms$$

$$b = I_M = 100 \ \frac{ms}{bit}$$

Distance,
$$D = 36$$
 cm
Side of the square, $r = 6\sqrt{2}$ cm
Target width, $W = \sqrt{r^2 + r^2}$ cm
 $= r\sqrt{2}$ cm
 $= 6\sqrt{2} \cdot \sqrt{2}$ cm
 $= 12$ cm

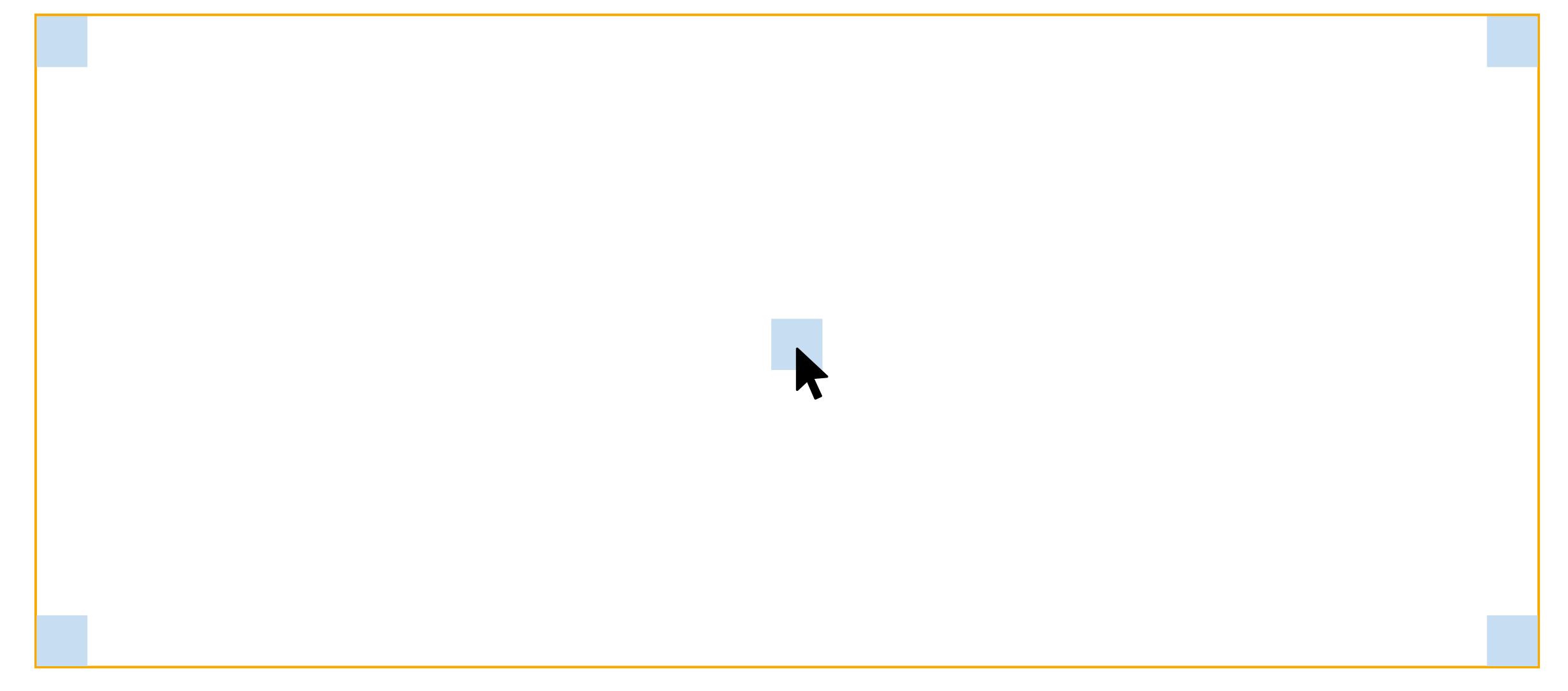


$$T_{pos} = 0 \ ms + 100 \ \frac{ms}{bit} \cdot \log_2 \left(\frac{36}{12} + 1\right) \ bit$$

= 200 ms



In-Class Exercise #4: Prime Locations for Targets





In-Class Exercise #5: Pop-up Menus

Which of the following pop-up menus lead to a faster selection time?



Applying Fitts' Law In Interface Design

Move targets closer



expense report

Project page: http://patrickbaudisch.com/projects/dragandpop/

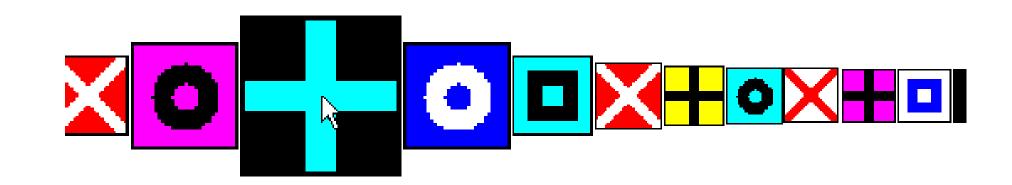
Video: http://tinyurl.com/y74tm8mv

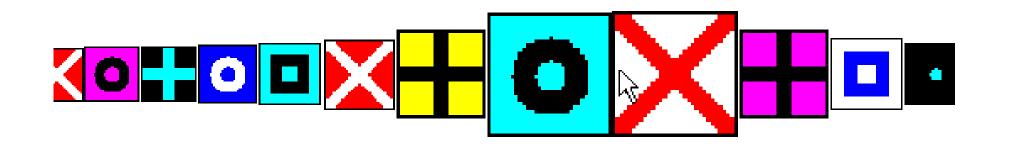
Applying Fitts' Law In Interface Design

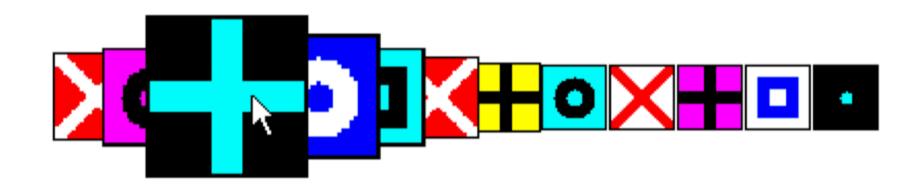
- Move targets closer
- Make targets bigger



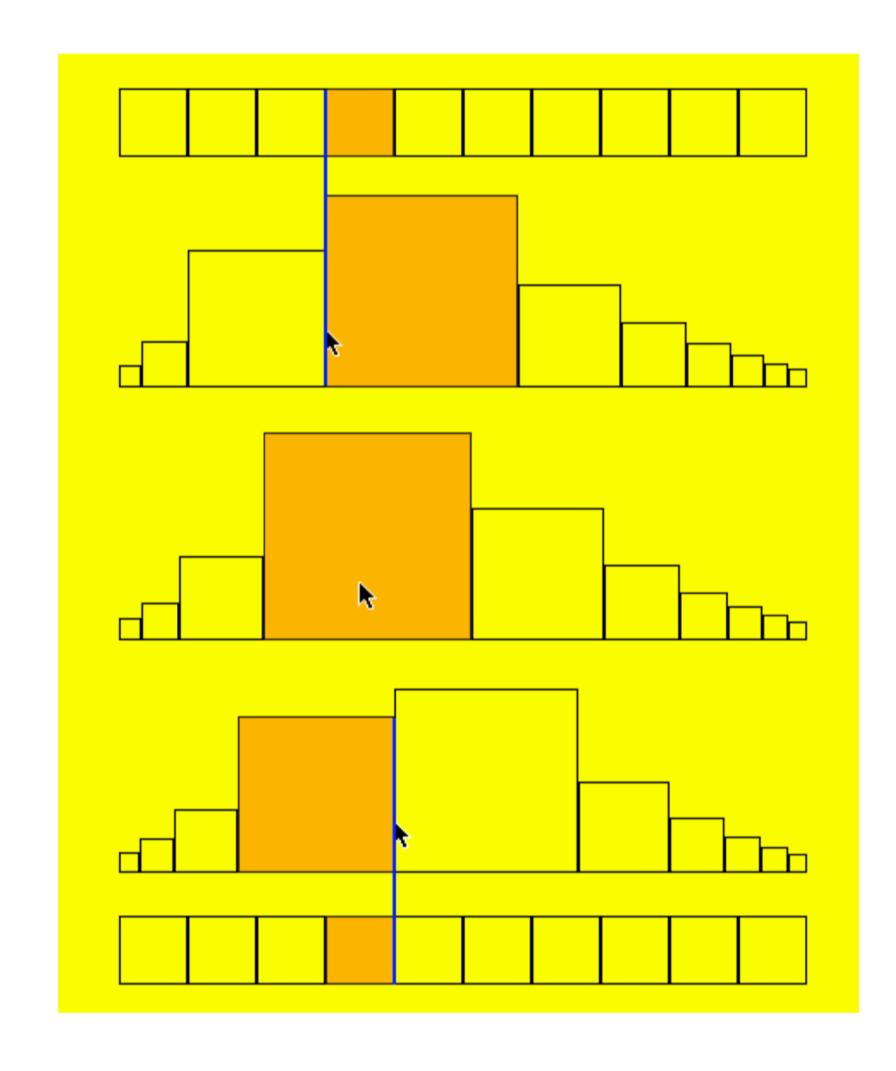








[McGuffin & Balakrishnan, CHI '02]



[Zhai et al, CHI '03]



Applying Fitts' Law In Interface Design

- Move targets closer
- Make targets bigger
- Cursor acceleration?

For more Fitts' law fun: https://www.asktog.com/columns/022DesignedToGiveFitts.html



Assignment I: Fitts' Law

- Objective: Learn how to apply Fitts' law in interface design
- Assignment is available online on RWTHmoodle now!
- Deadline: Next Tuesday, Oct. 29, 9:00 am
- Use RWTHmoodle to submit (1 submission per group); do not send us your solution via email
- Submissions after deadline will be graded 5.0
- A few of you will be asked to present your solution during the next lab



Groups for Assignments

- Fixed group size of three
- Form groups using RWTHmoodle now

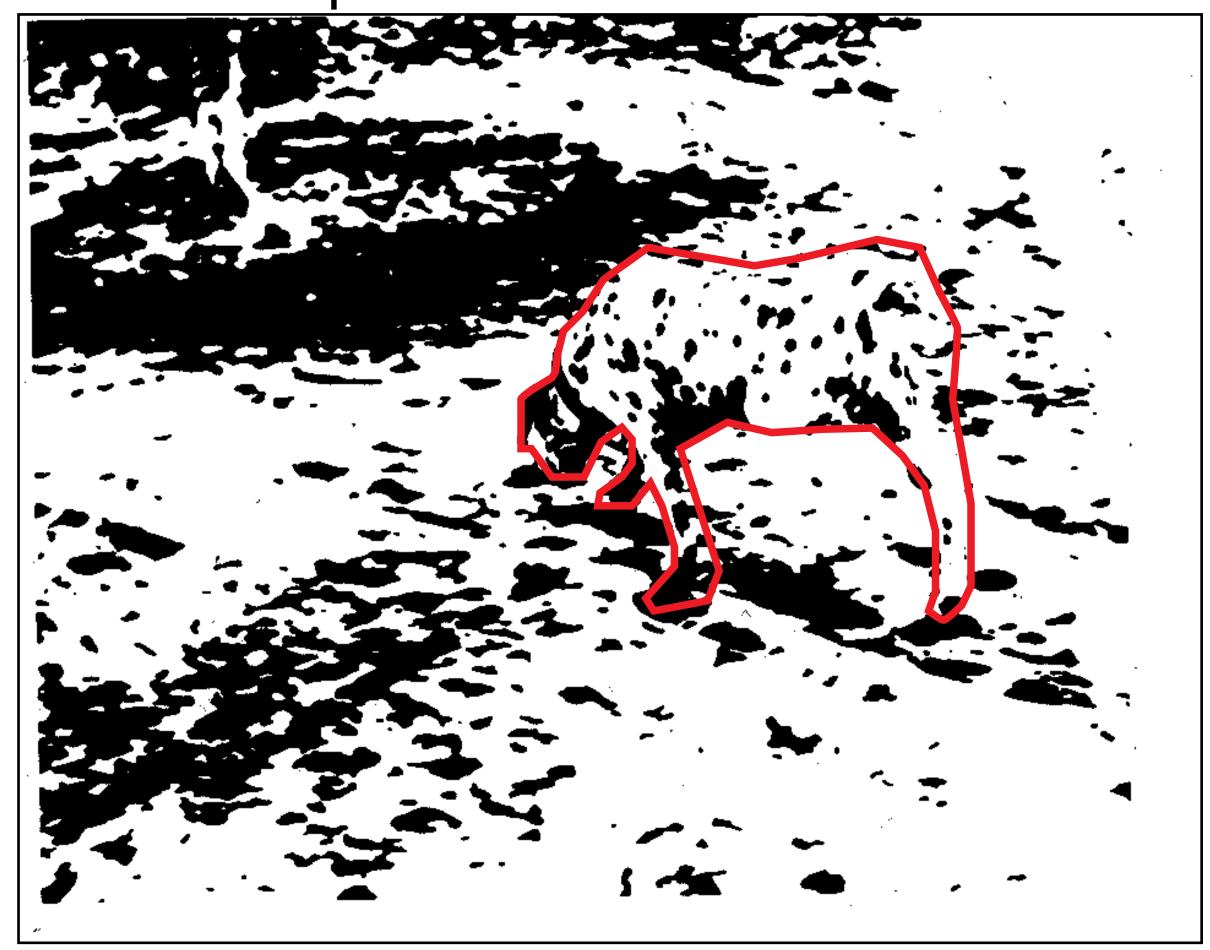


Week 2: Gestalt Laws, Information Content, Visibility, Affordances, Signifiers



Perception

Our brains are wired to make sense of what we perceive.

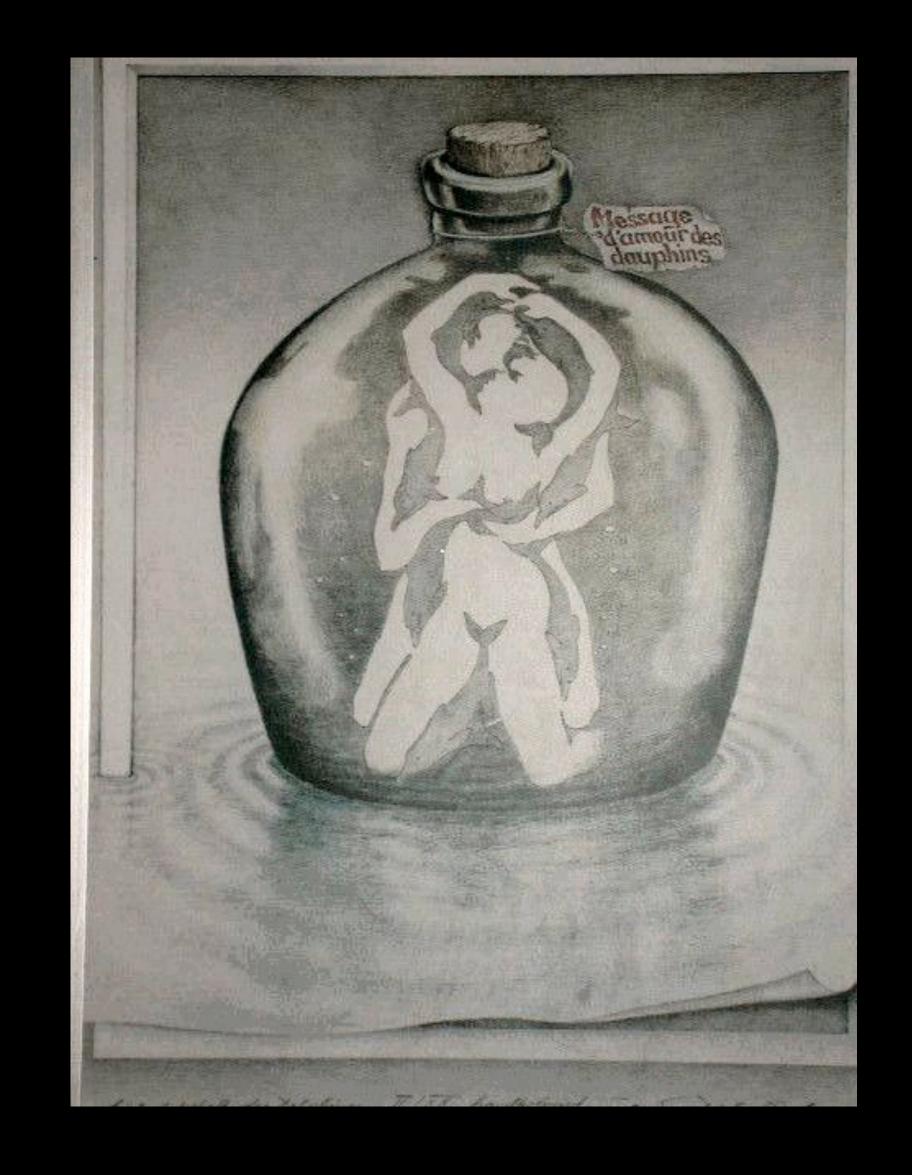








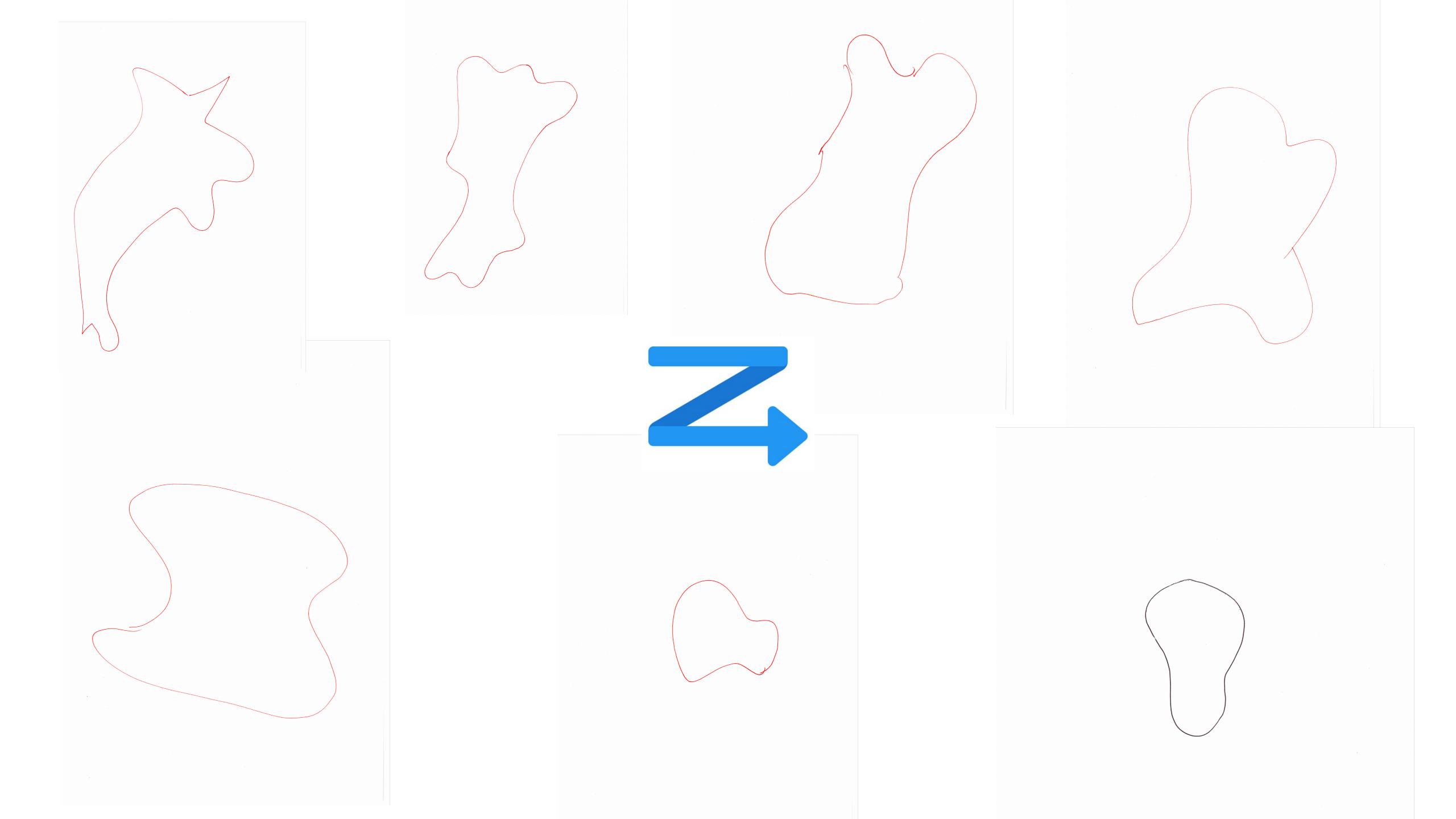






In-Class Experiment









What to Do Next

- Before next Tuesday, Oct. 29:
 - Finish watching videos for the first and second week on YouTube, see http://hci.ac/dis
 - Buy Don Norman's *The Design of Everyday Things* (2nd edition, 2013) (required read)
 - Read Dix' *Human-Computer Interaction*, chapter "The Human" (pp. 11–59) (PDF will be made available on Moodle)
 - Submit Assignment 1 via RWTHmoodle before 9 am

