

# Design With the Mind in Mind Ch 13

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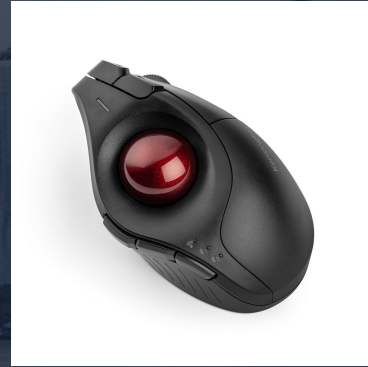
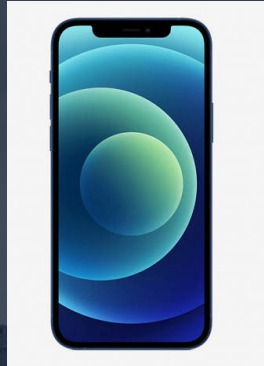


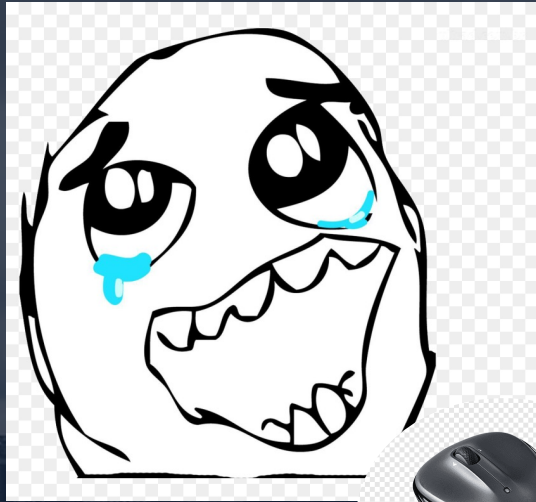
**1**

# **Our Hand-eye Coordination Follows Laws**



# Why do we care about hand-eye coordination in UI?







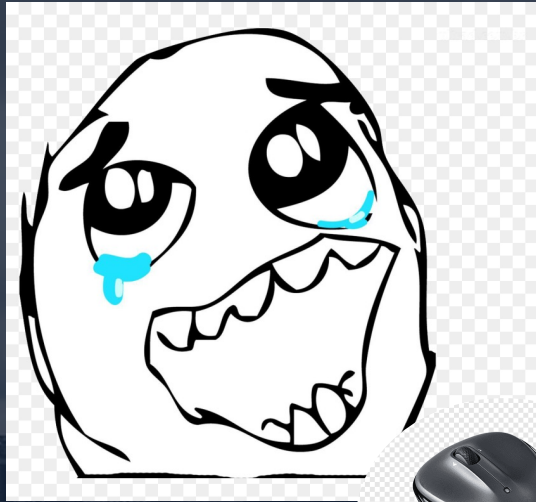


# Fitts' Law

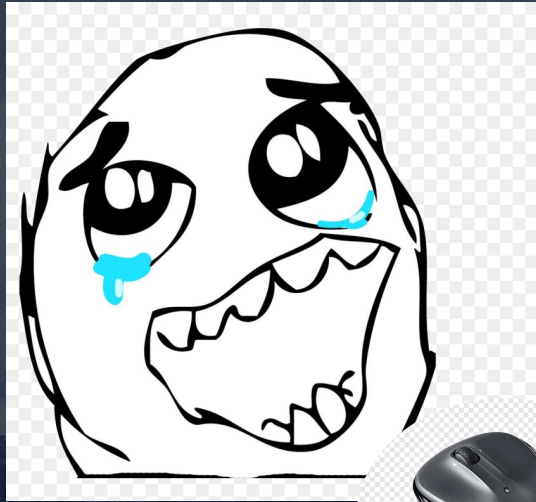


Big = Easy to click  
Small = Hard to click

Close = Easy to click  
Far = Hard to click







$$T = a + b * \log_2\left(1 + \frac{D}{w}\right)$$

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- T = Time to move to target
- D = Distance to move to target
- W = Width of target along the direction of movement of pointer
- A = Ease of starting and stopping the movement
- B = Measure of the avg difficulty of moving the hand and pointing the device

$$T = a + b * \log_2\left(1 + \frac{D}{w}\right)$$



Start

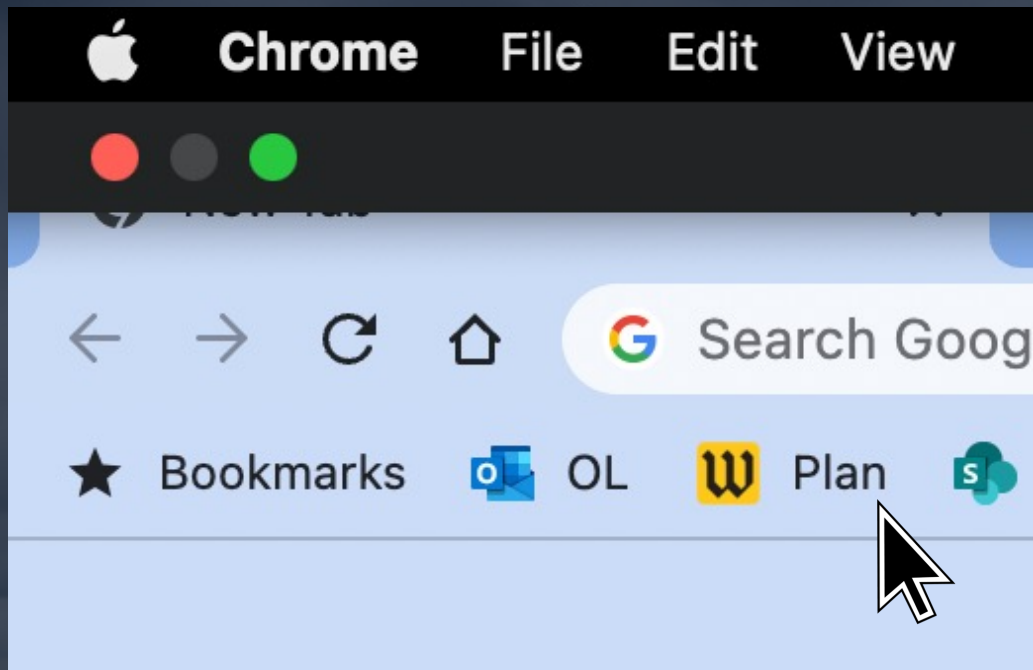


Start



Start

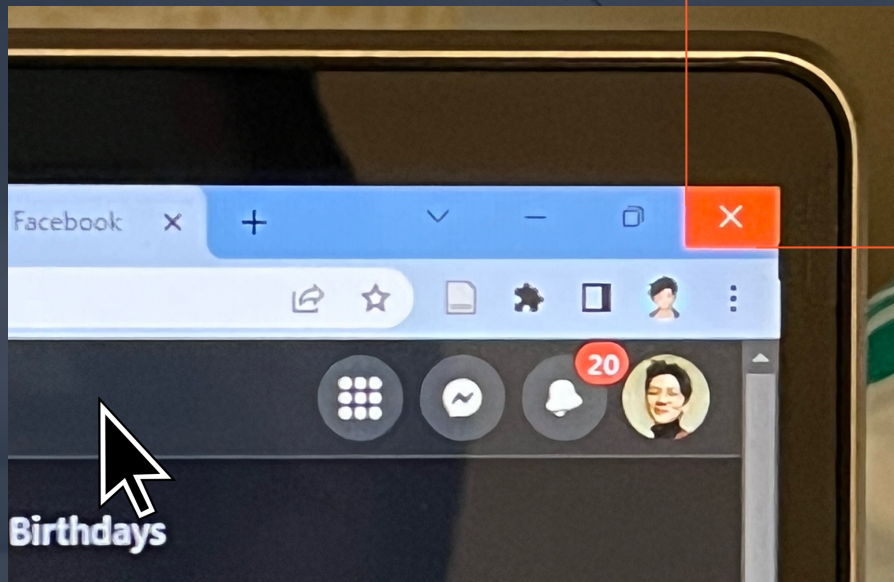




$$T = a + b * \log_2\left(1 + \frac{D}{w}\right)$$

$$T = 0.5 + 0.1 * \log_2\left(1 + \frac{400mm}{5mm}\right)$$

$$T = 1.13 \text{ seconds}$$

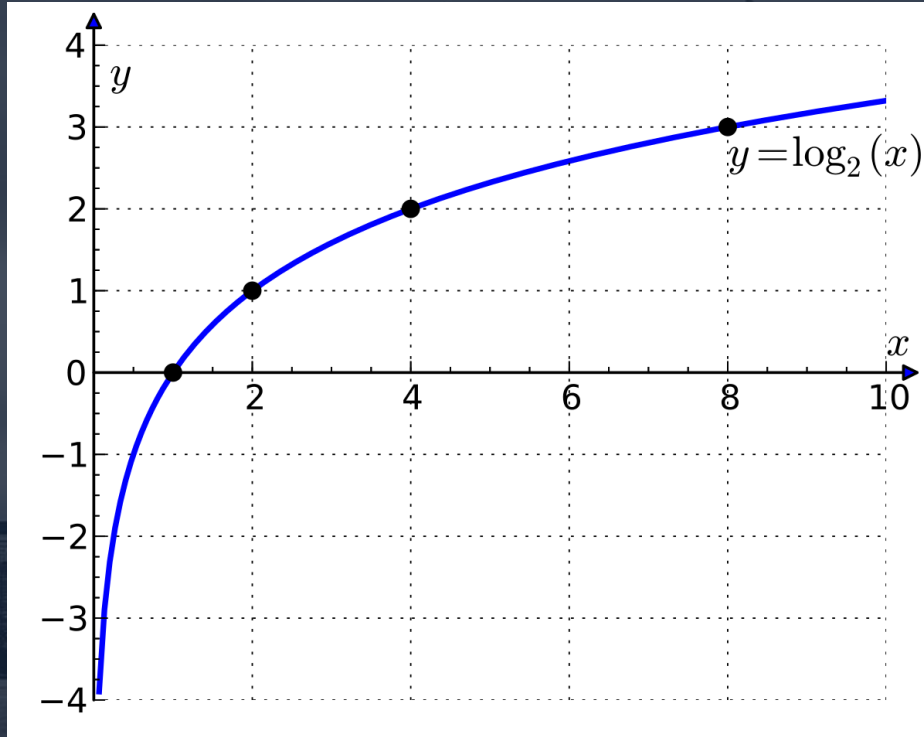


$$T = a + b * \log_2\left(1 + \frac{D}{w}\right)$$

$$T = 0.5 + 0.1 * \log_2\left(1 + \frac{400mm}{\infty mm}\right)$$

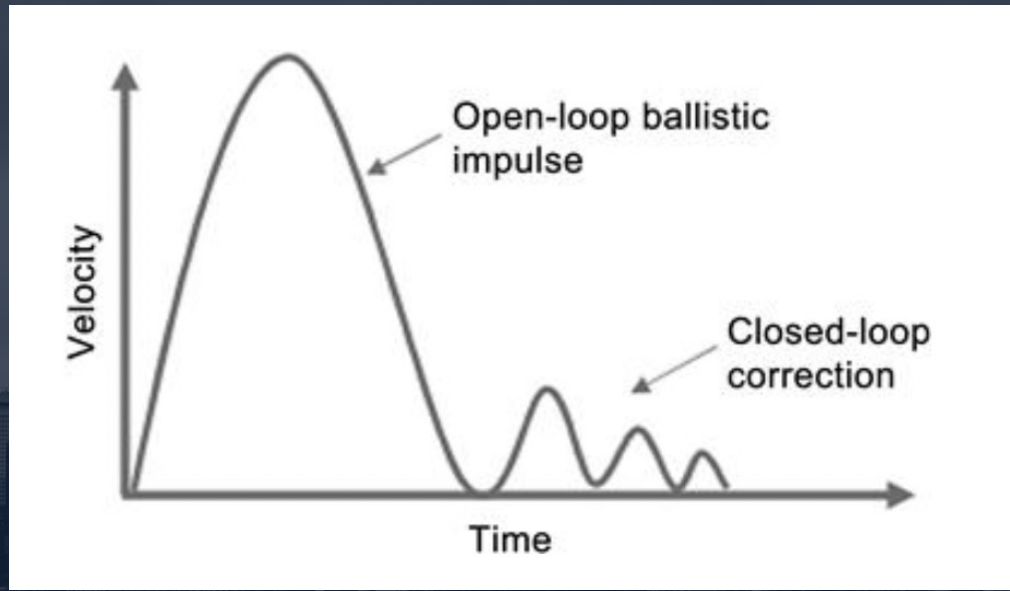
$$T = 0.5 \text{ seconds}$$

$$T = a + b * \log_2(x)$$

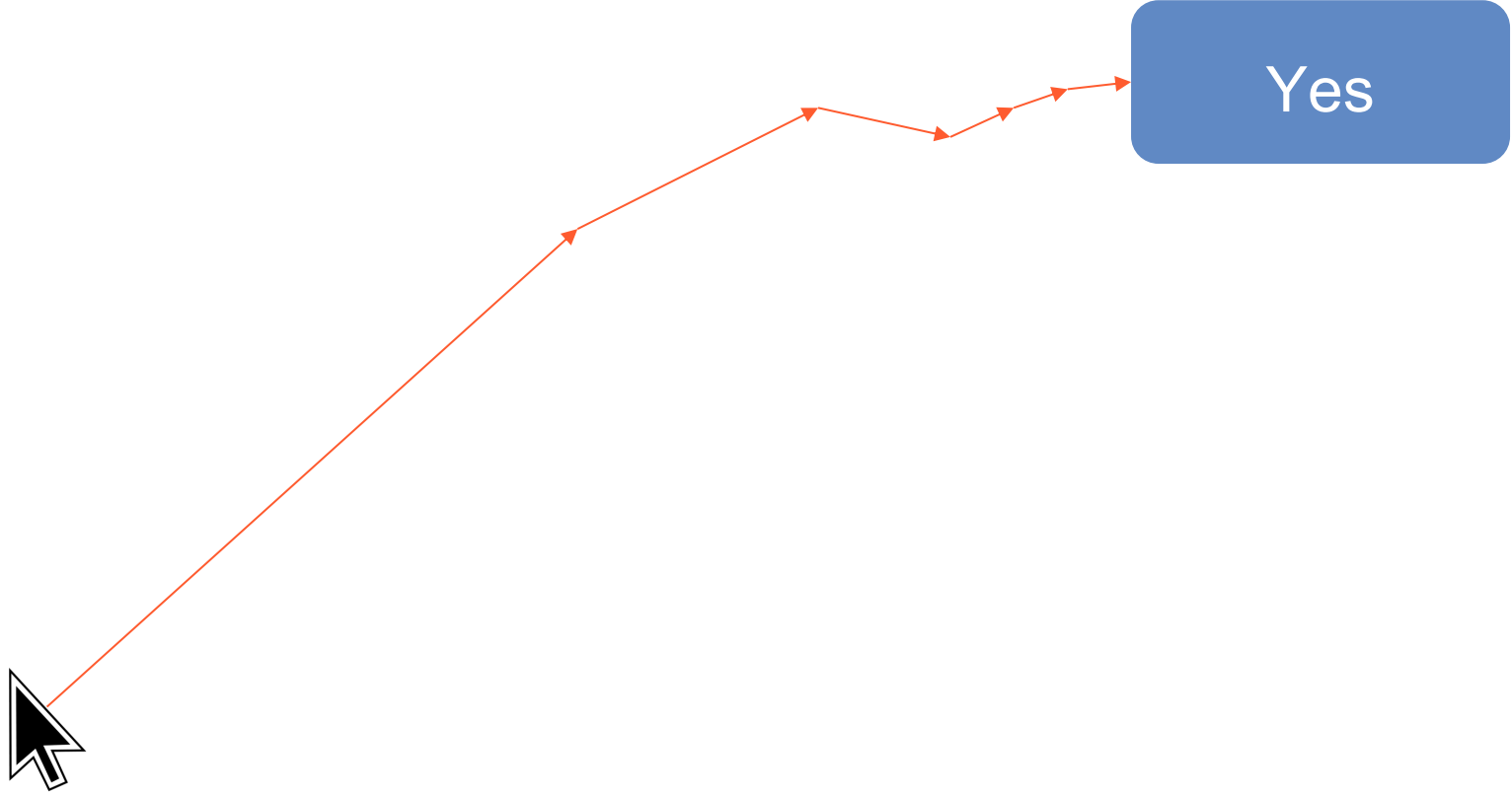


$$x = 1 + \frac{D}{W}$$

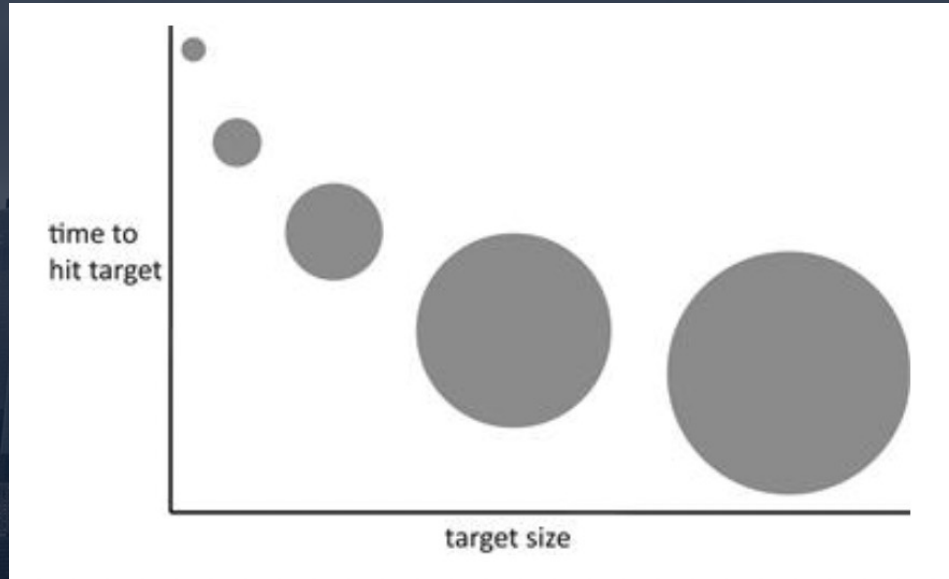
# Pointer Velocity







# Diminishing Returns















# Steering Law



Big path = Easy to  
navigate

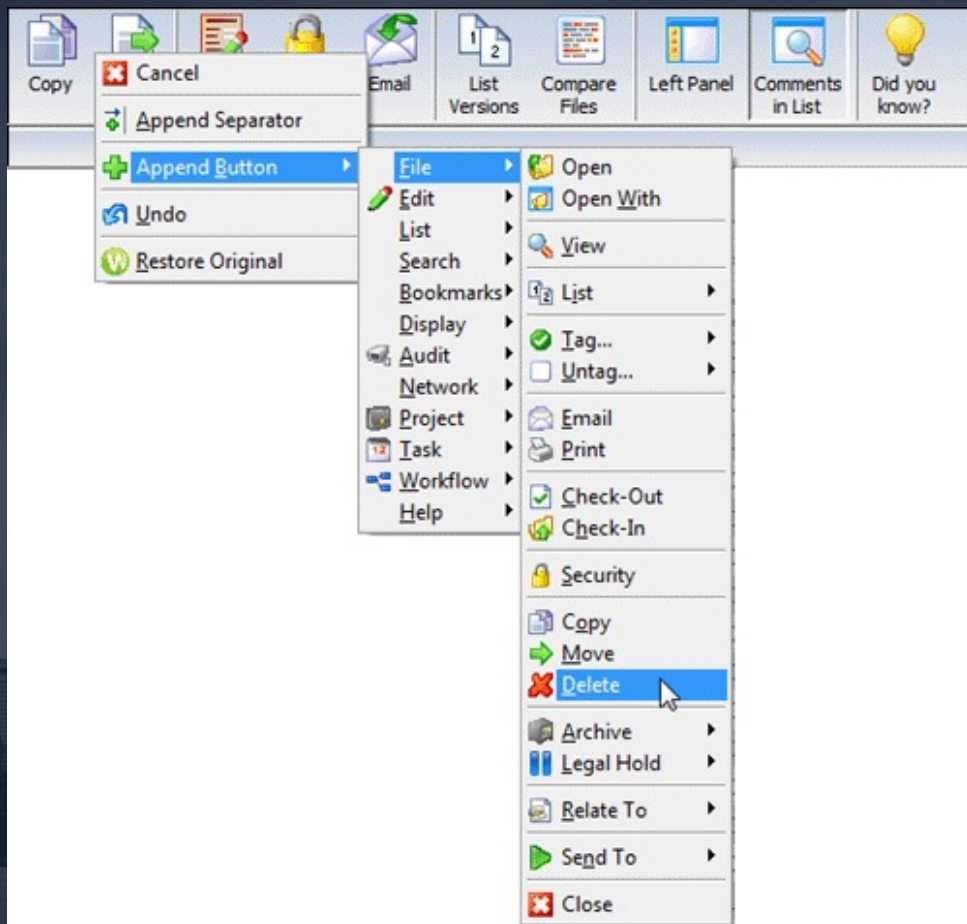
Small path = Hard to  
navigate







$$T = a + b * \frac{D}{w}$$





# Design Implications

Don't make clickable  
targets too small



# Don't misrepresent the clickable area





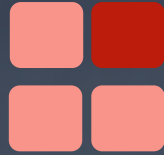
Don't forget about the  
target label

Press Me

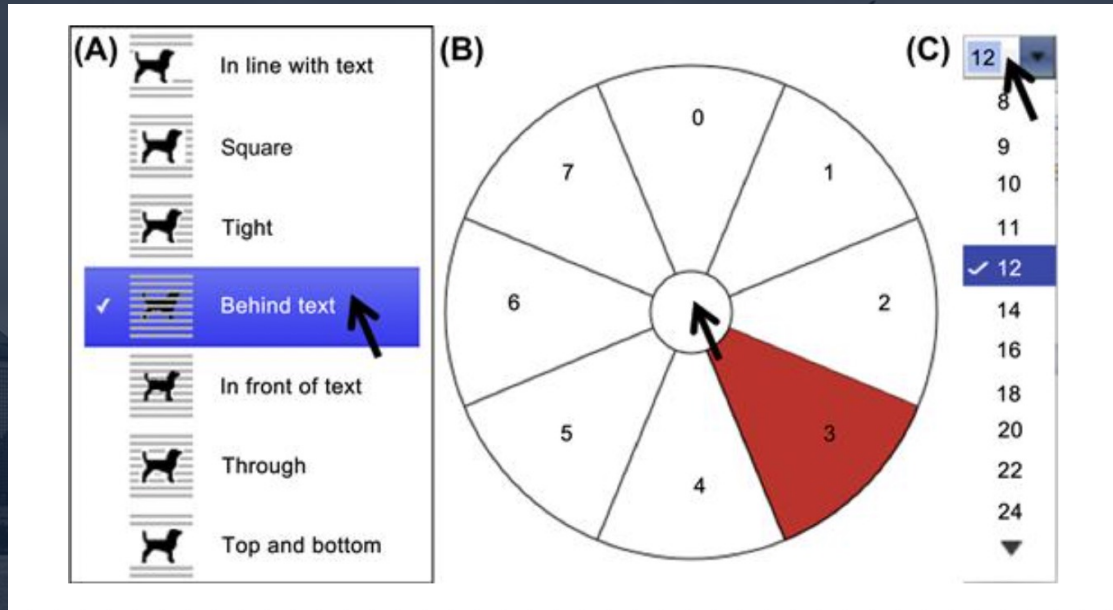




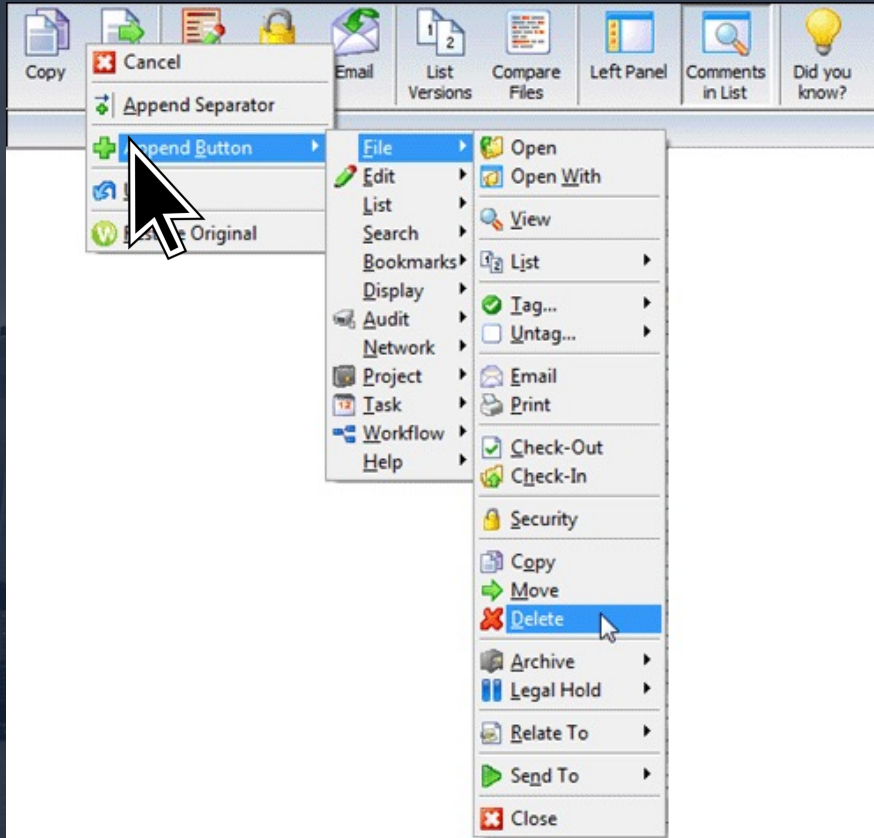
Don't put clickable targets  
too close to each other



# Don't limit yourself to buttons



# No... just no







**Thanks!**