Our Hand-Eye Coordination Follows Laws

DWTMIM 13

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Fitts' Law

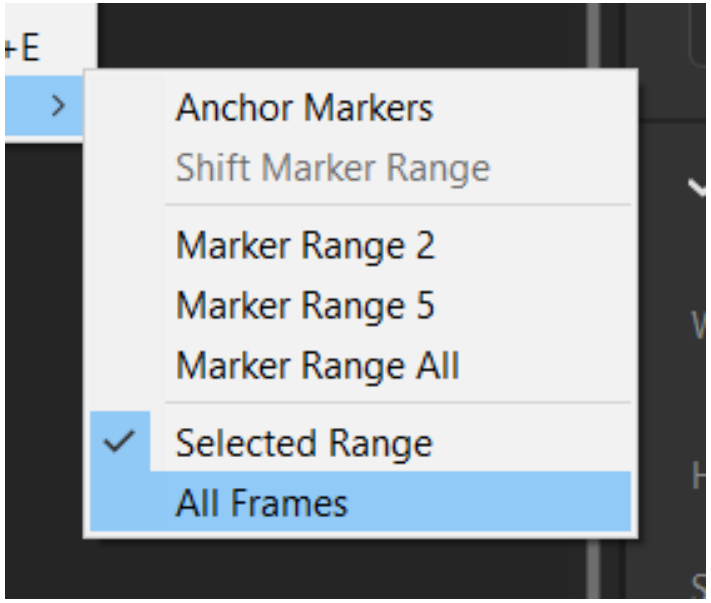
The larger the target and the nearer the target to your pointer on the screen, the faster you can move your pointer to it.

As you increase the size of the target or decrease its distance from the pointer, each successive change results in *less* of a change in the amount of time it takes to move the pointer to the target.

Design Implications

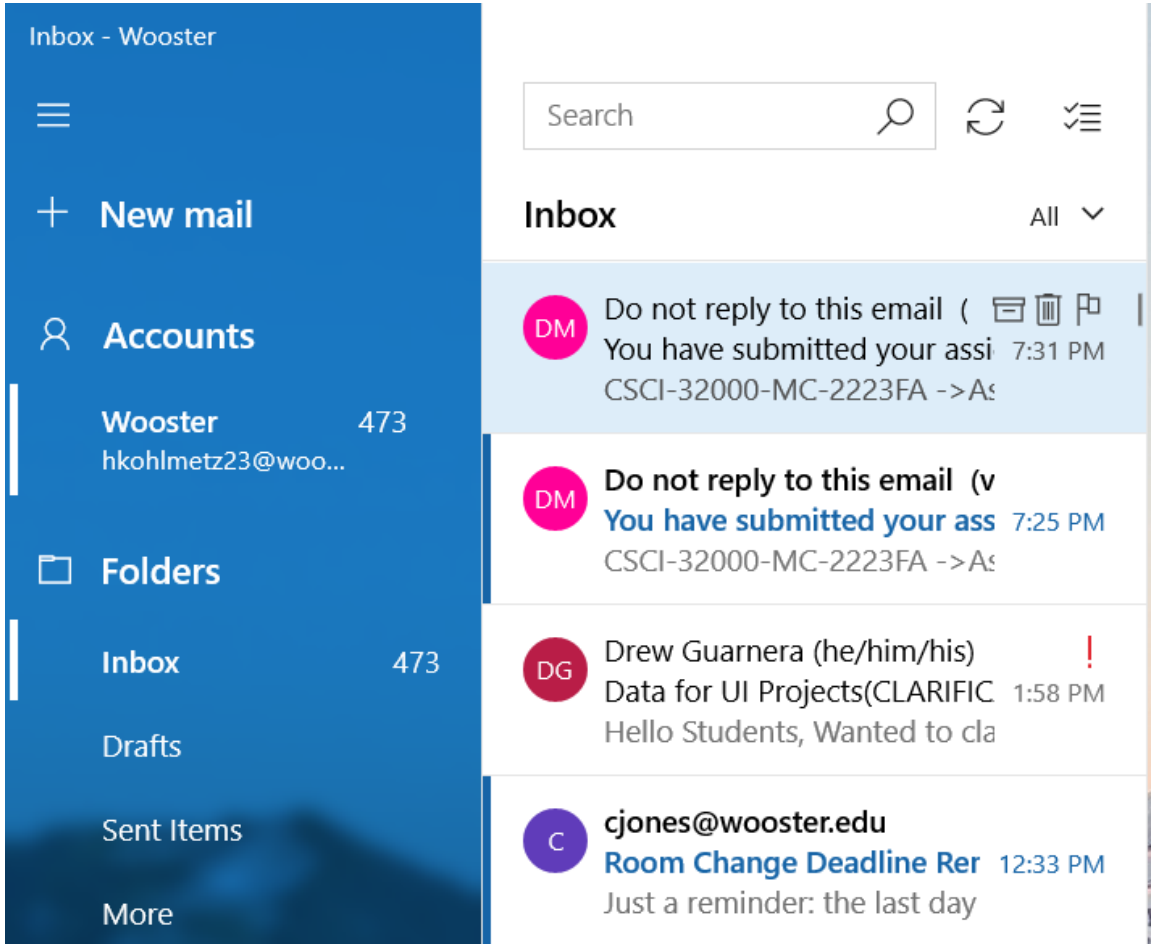
- Make click targets big enough that they are easy to hit
- Make the actual click target at least as large as the visible click target
  - If the visible target must be small, make it so that clicks *near* the target count as clicks *on* the target
- Check boxes, radio buttons, and toggle switches should accept clicks on labels as well as buttons

[1]The law is not “Fitt’s law”; the “s” is in his name. Some researchers prefer “Fitts’s,” but I prefer “Fitts’.”



Design Implications Cont.

- Leave plenty of space between buttons and links so people don’t misclick
- Place important targets near the edge of the screen
- Display choices in pop-up and pie menus if possible.
  - They are faster than pull down menus on average, as they open “around” the pointer rather than below
  - Pull down menus, however, are faster than pull right menus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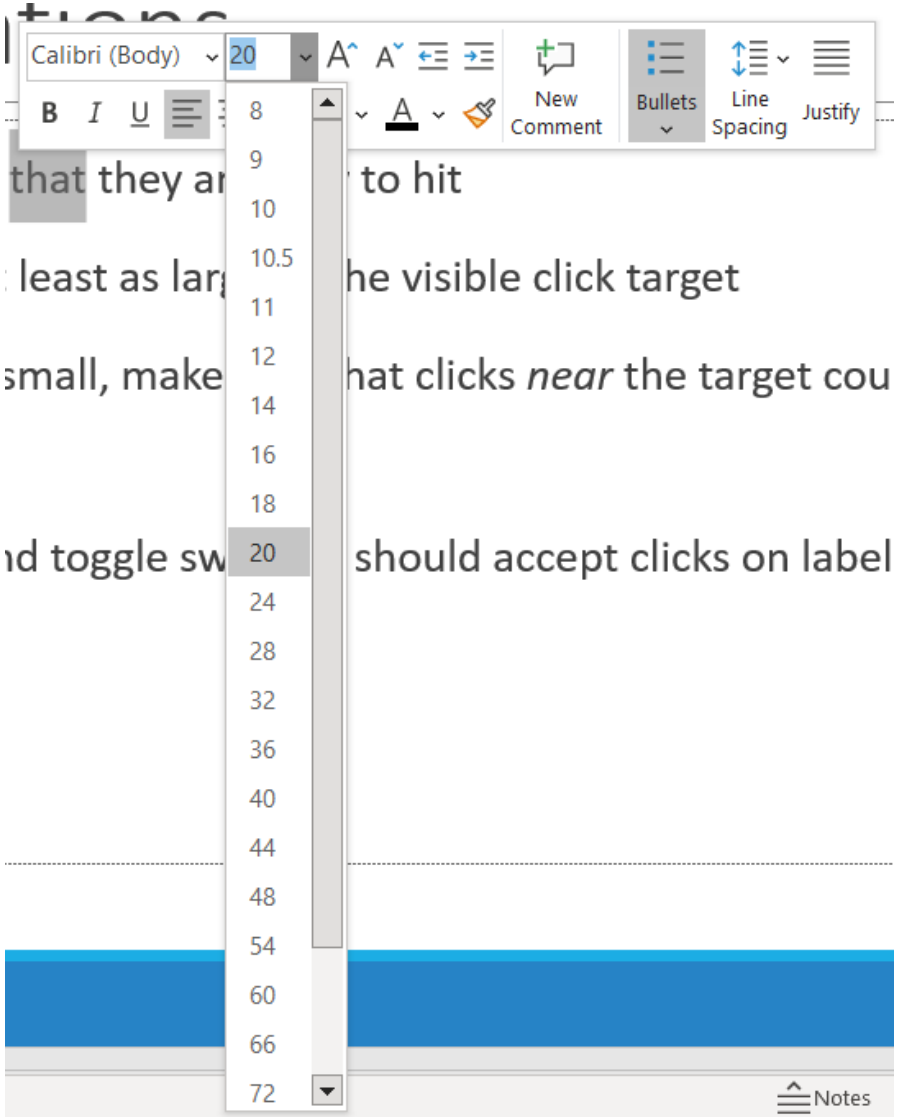
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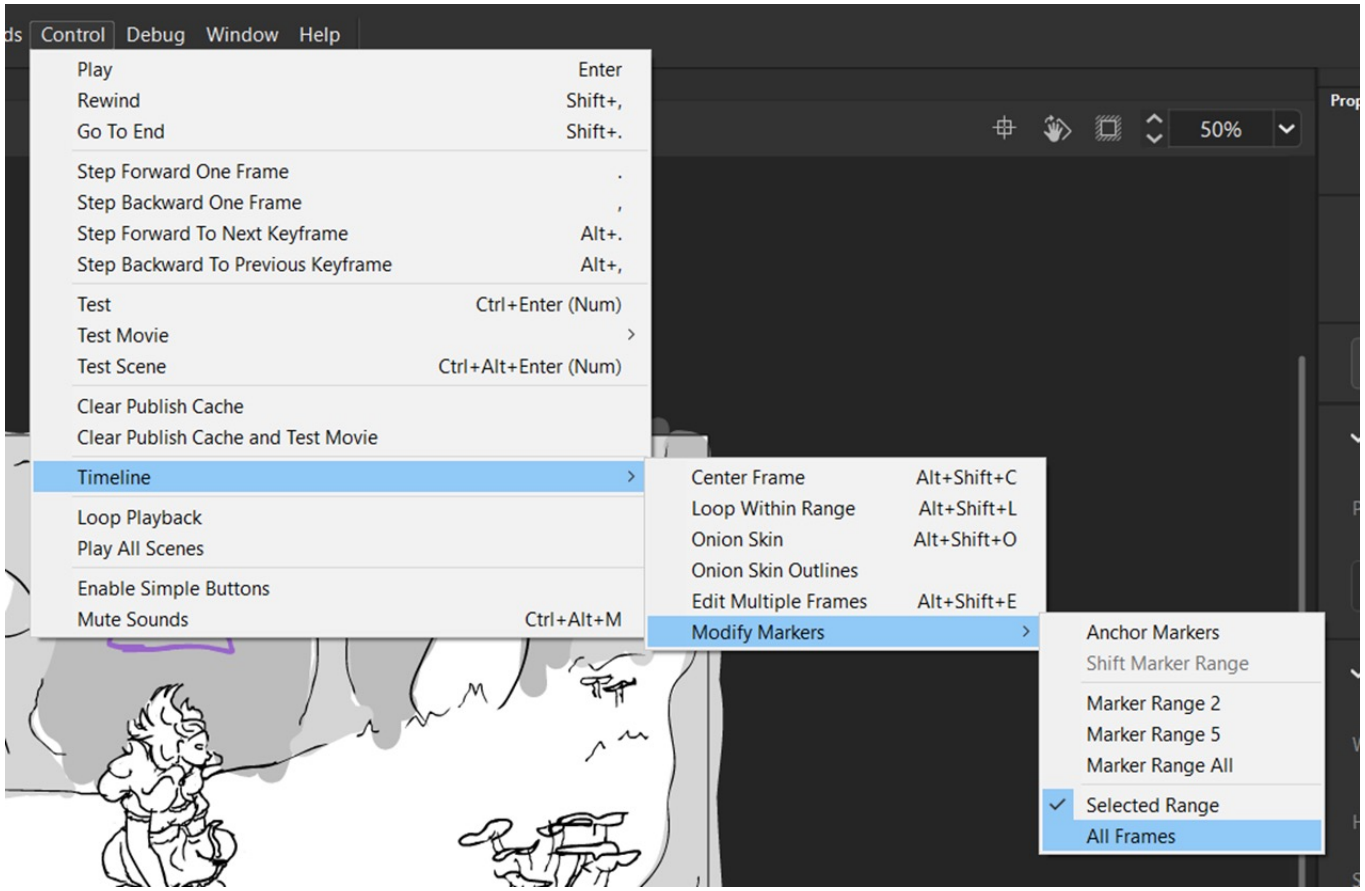
Notes

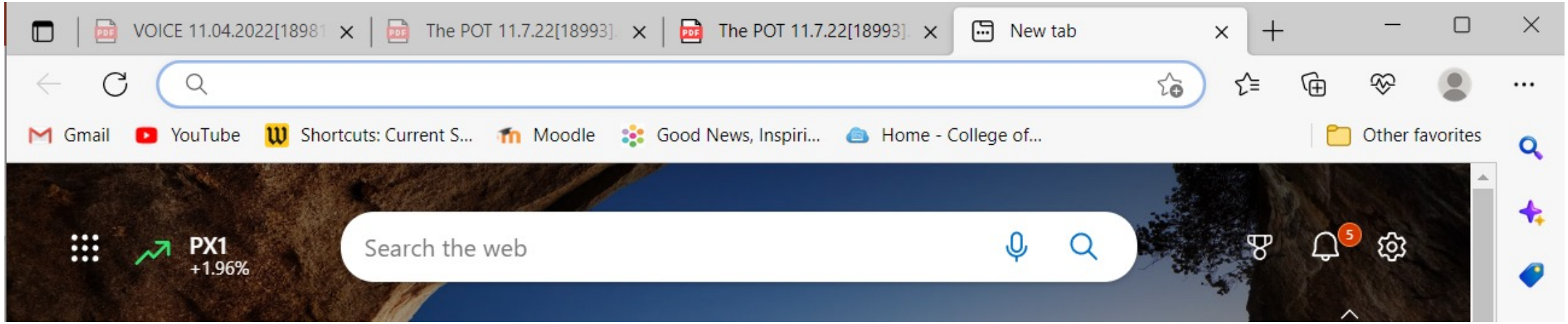
Steering Law

This governs the amount of time it takes for a pointer to reach a target when it must follow a constrained path. If you must use a constrained path, a wider path will mean the pointer can reach the target faster.

Design Implications: Pull Right Menus



Design Implications: Page Rulers



Questions?