

COMS W4170

Case Study: Marking Menus

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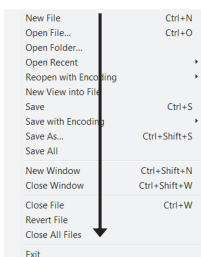
October 11, 2018

1

Linear Menus

- Mouse/stylus/finger-based linear menu
 - Selection based on distance traveled
 - Longer travel distances and smaller target sizes each make selection time longer

(as we'll see formally, later)



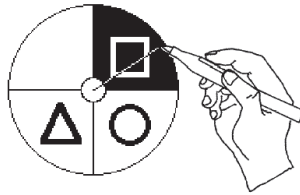
2

Radial Alternatives to Linear Menus

Pie Wiseman, Lemke, & Hiles, 69

Angle,
not distance

Scale invariant

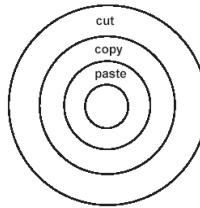


G. Kurtenbach 93

Bull's eye

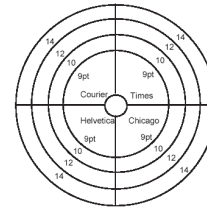
Distance, not
angle

Angle invariant



Dart board

Angle and
distance



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