

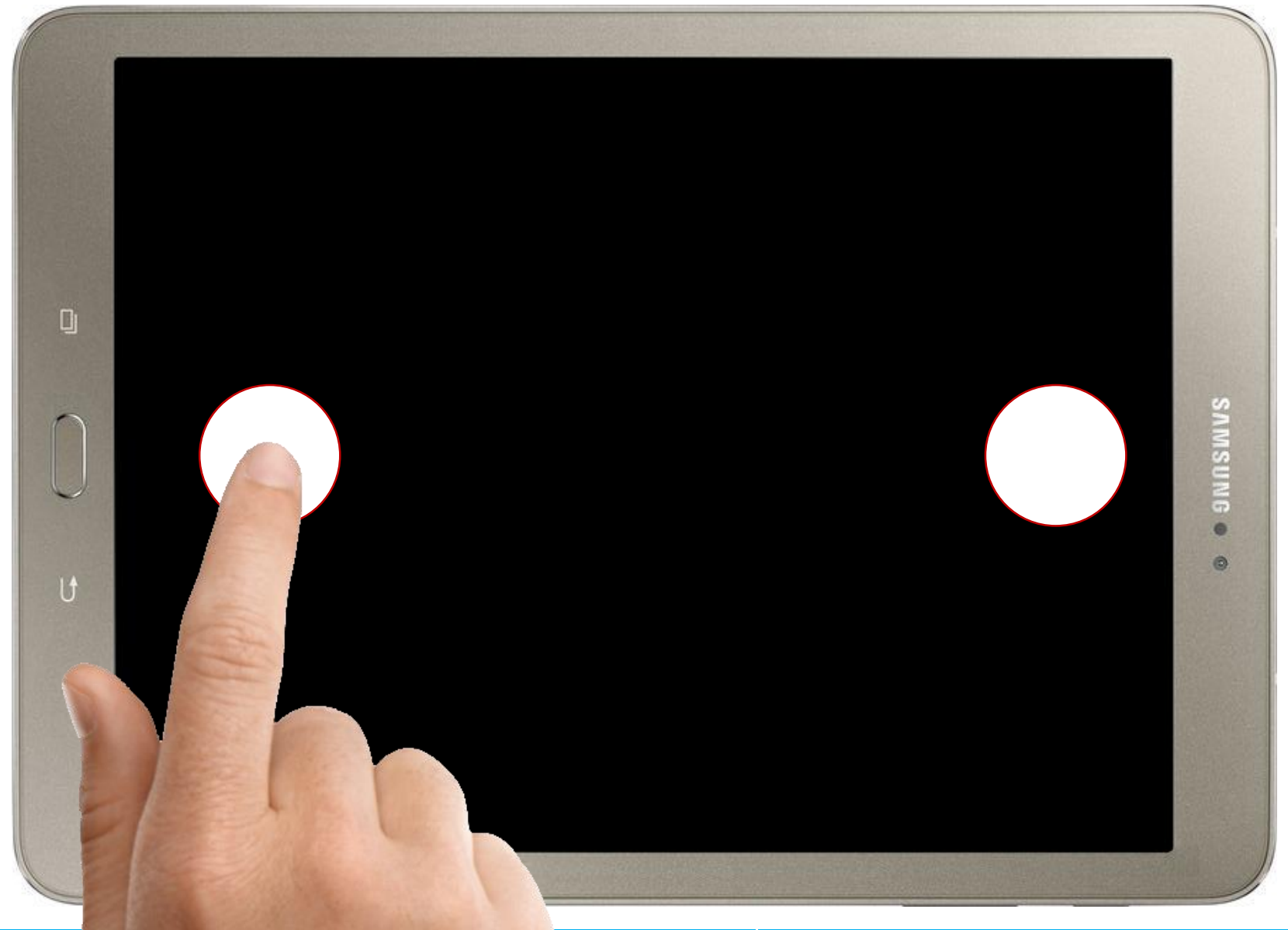


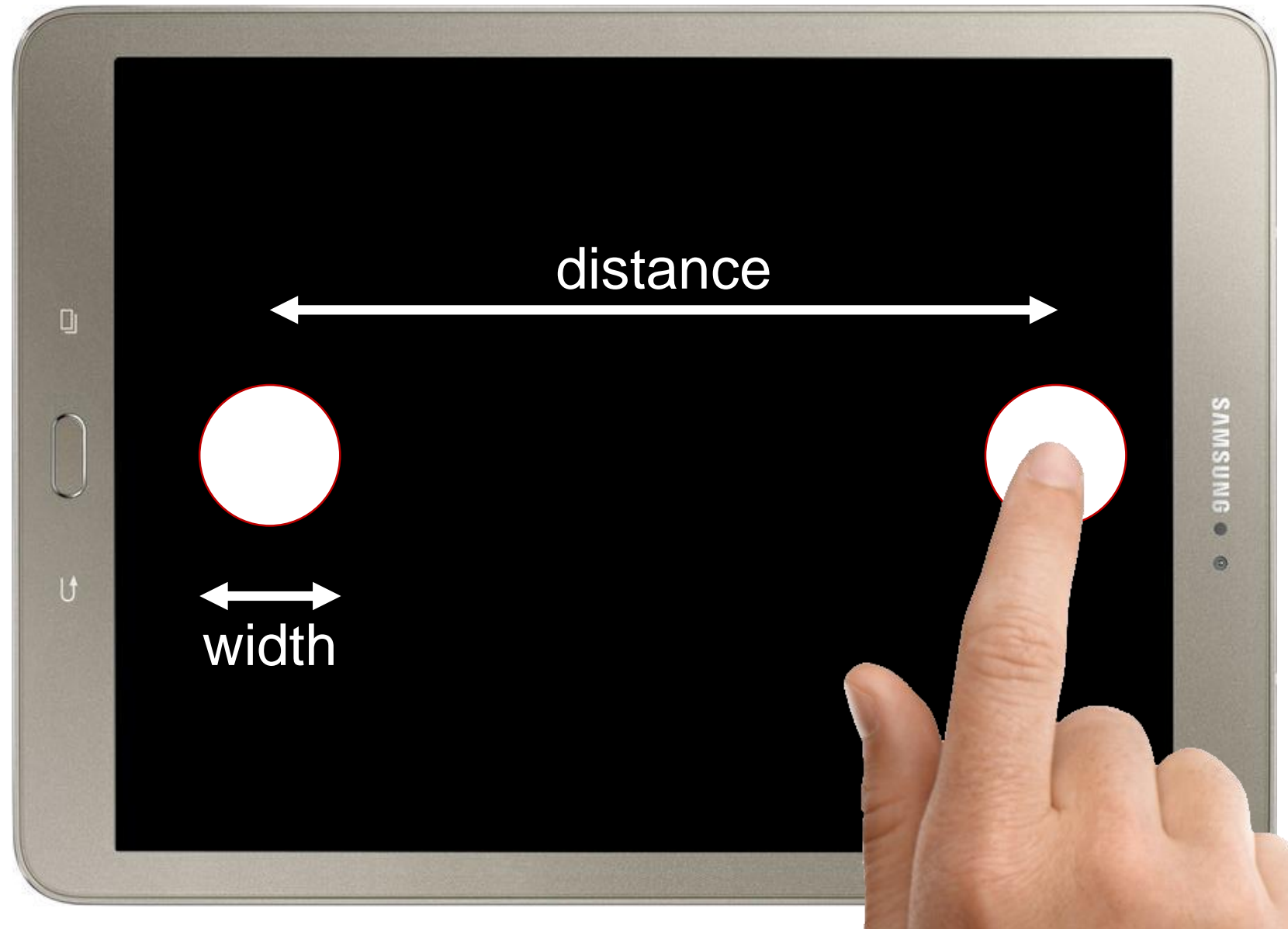
Basics of Fitts' Law

Schwind, V., Mayer, S., Comeau-Vermeersch, A., Schweigert, R., & Henze, N. (2018). Up to the Finger Tip: The Effect of Avatars on Mid-Air Pointing Accuracy in Virtual Reality. CHIPLAY.

Learning Goals

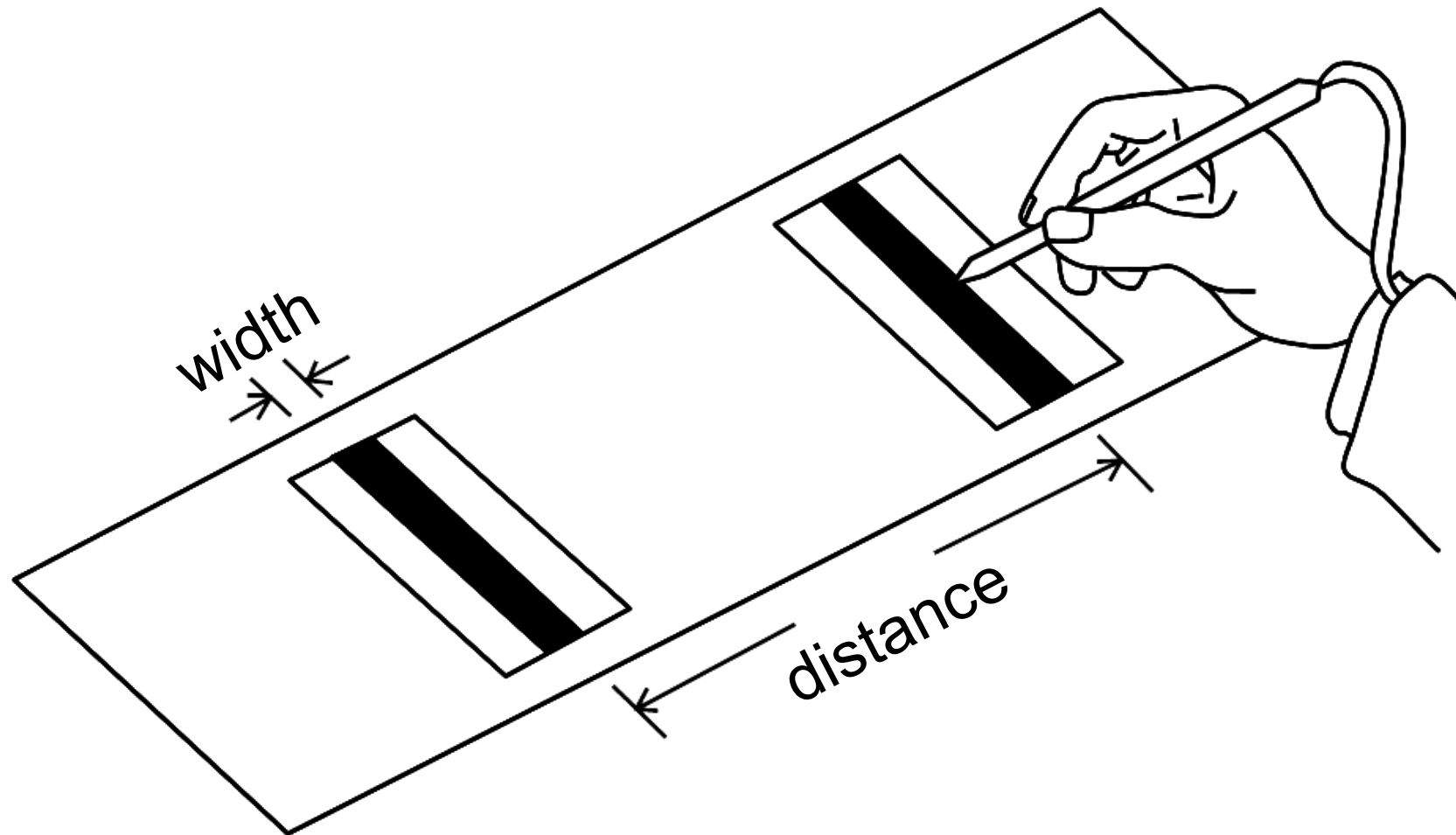
- Now the purpose of Fitts' Law
- Can determine the index of difficulty for pointing tasks
- Be able to determine the device-specific constants



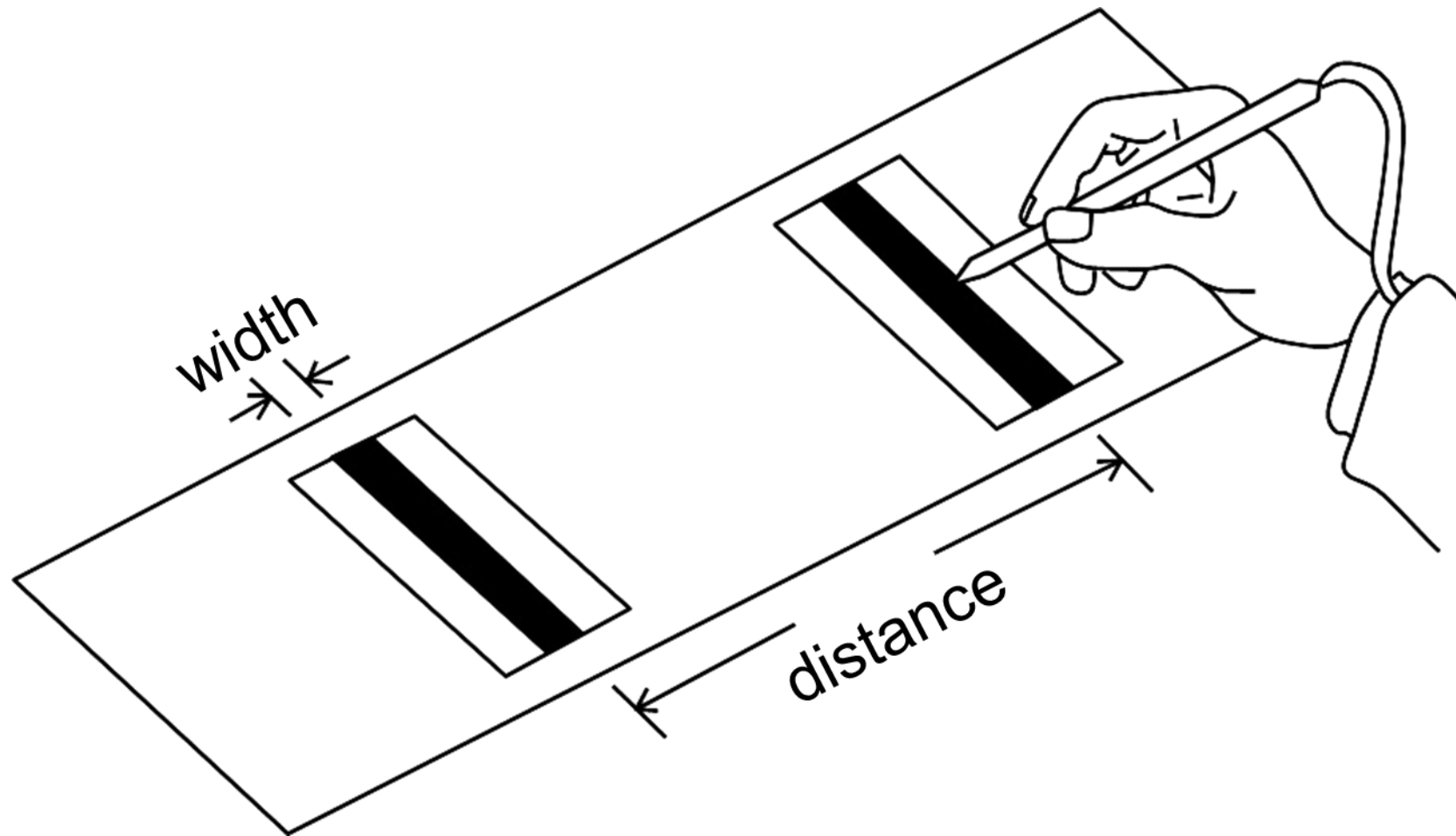




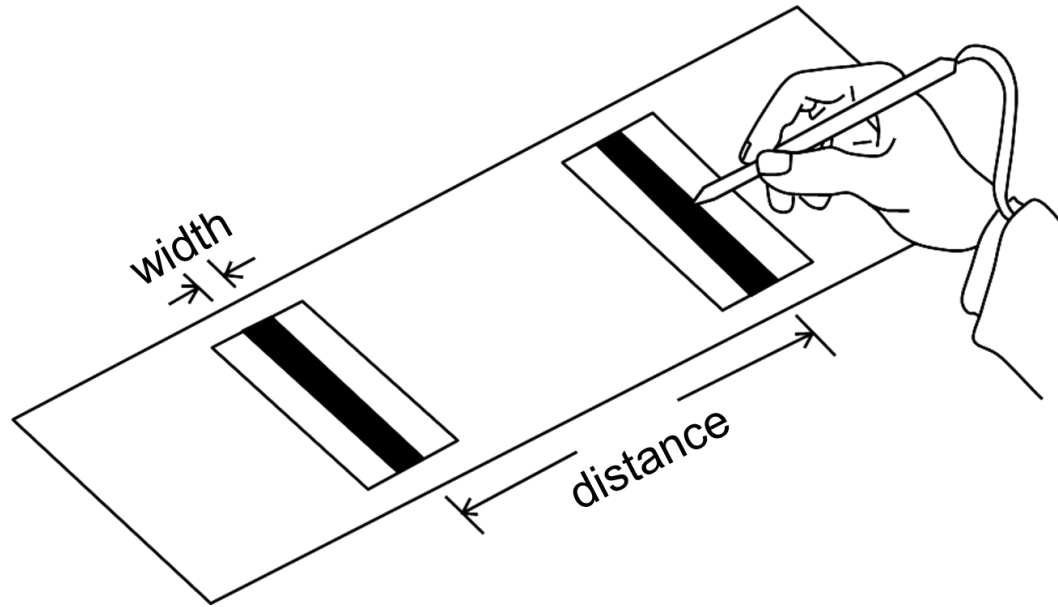
From: Fitts, P. M. (1954). The information capacity of the human motor system in controlling the amplitude of movement. *Journal of experimental psychology*, 47(6), 381.



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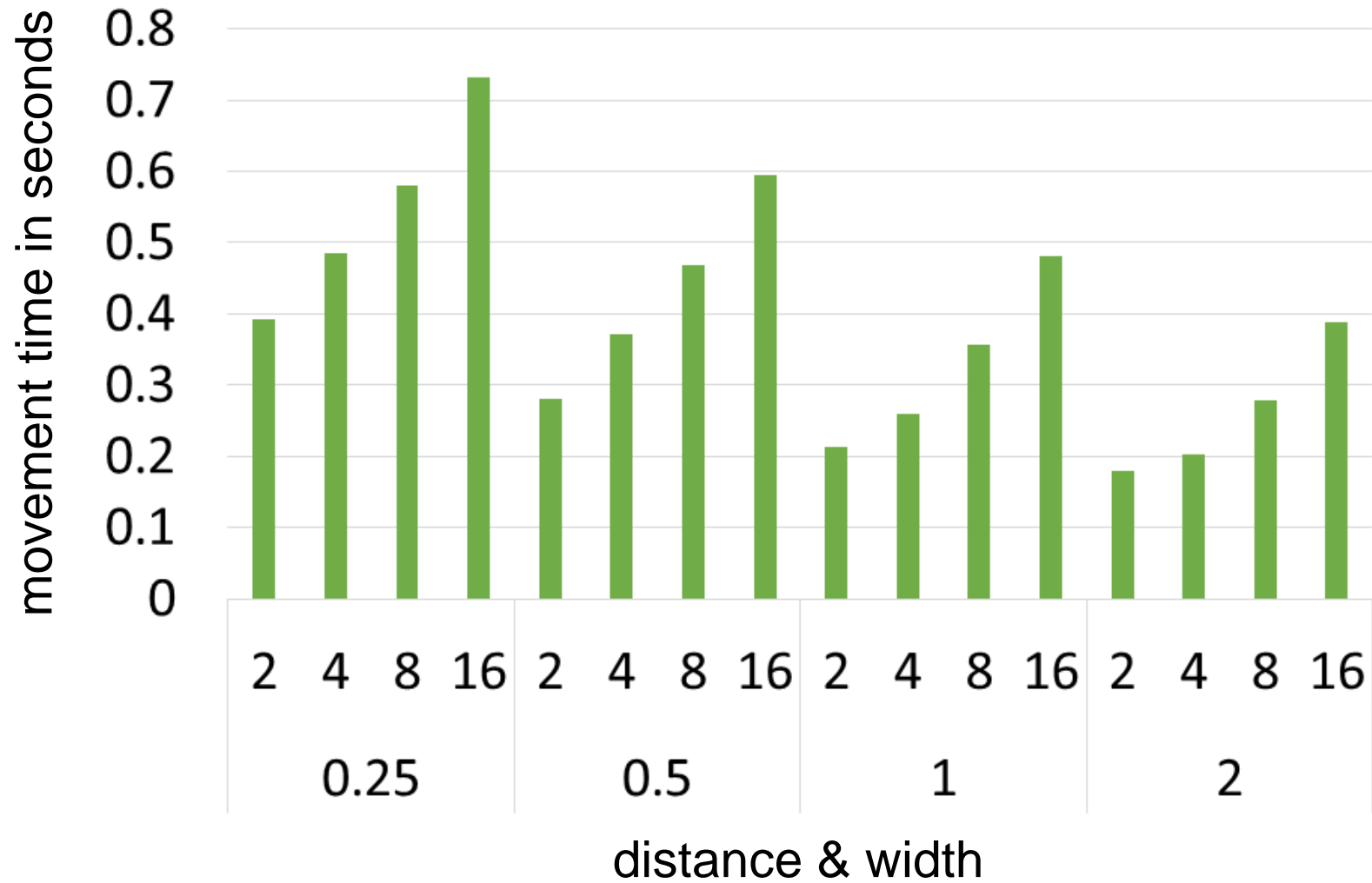
Four distances:

- 2, 4, 8, 16 inch

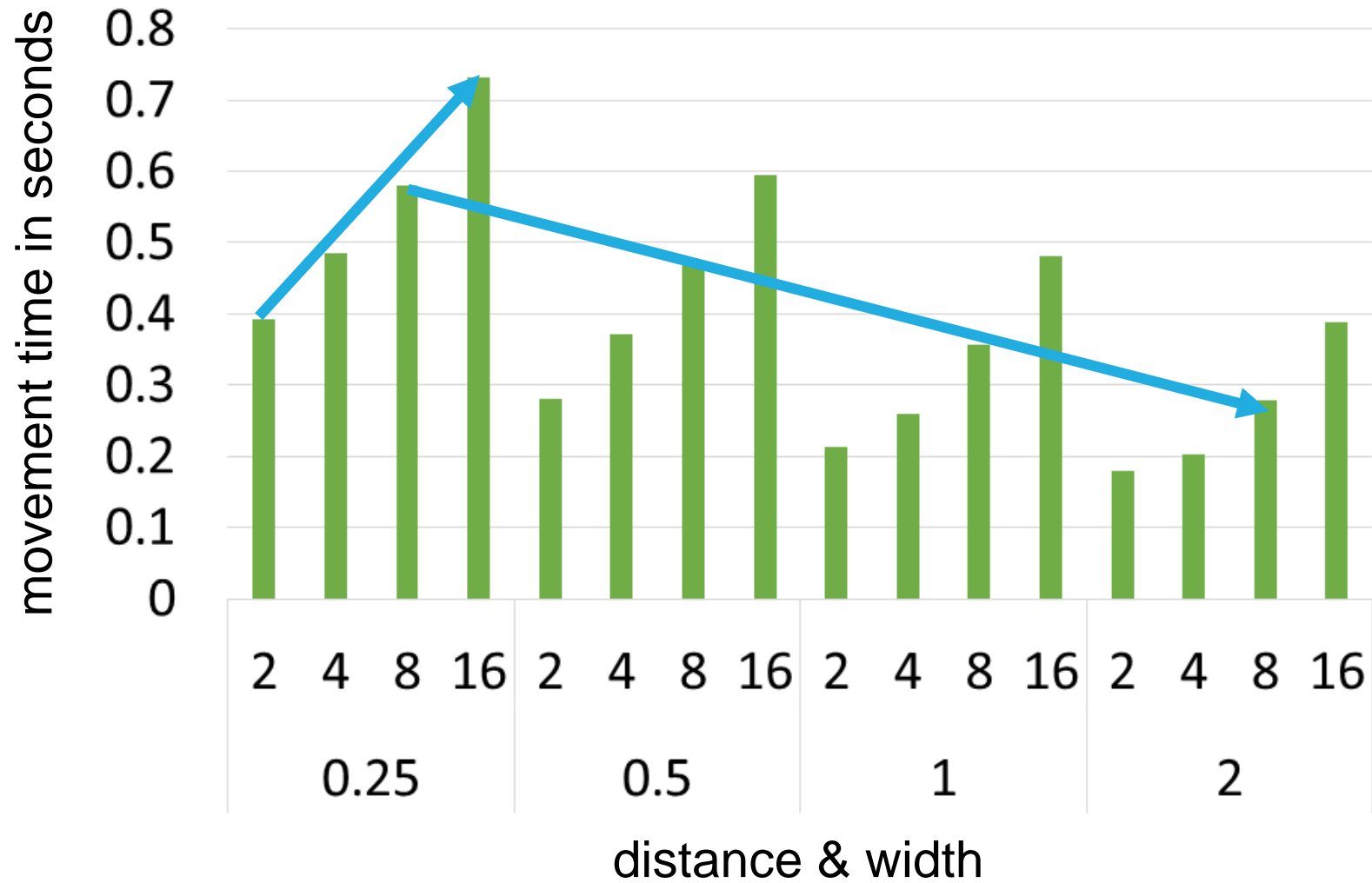
Four widths:

- 0.25, 0.5, 1.0, 2.0 inch

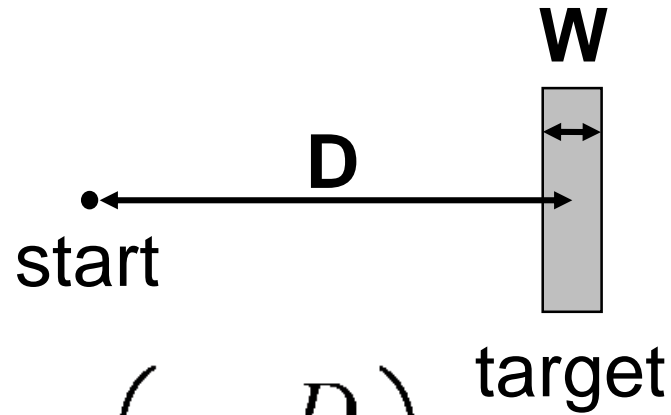
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The movement time (MT) to select a target is a function of the target's width (W) and distance (D). It depends on the input device.



$$MT = a + b \log_2 \left(1 + \frac{D}{W} \right)$$

MT: movement time

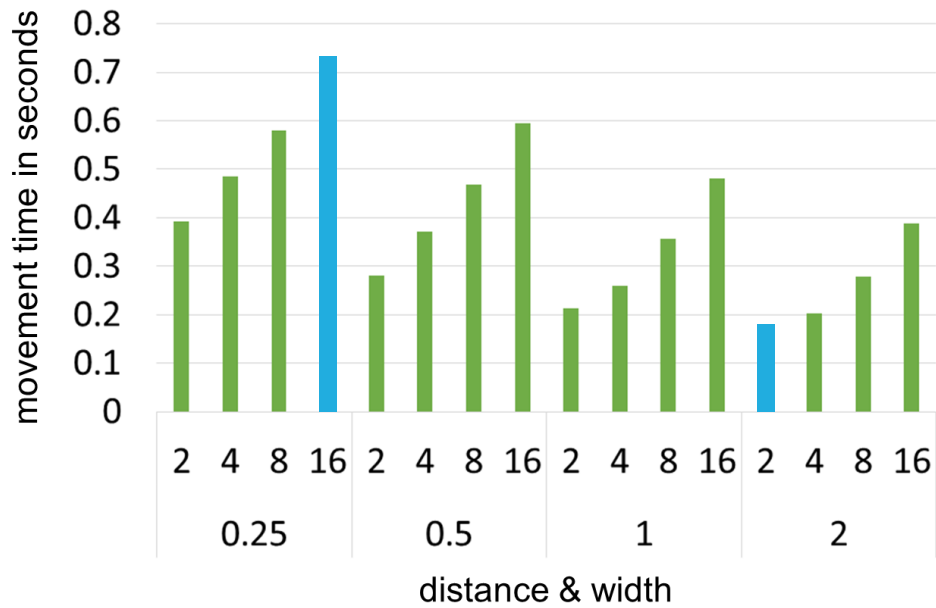
a & b: input device-dependent constants

D: distance to the target

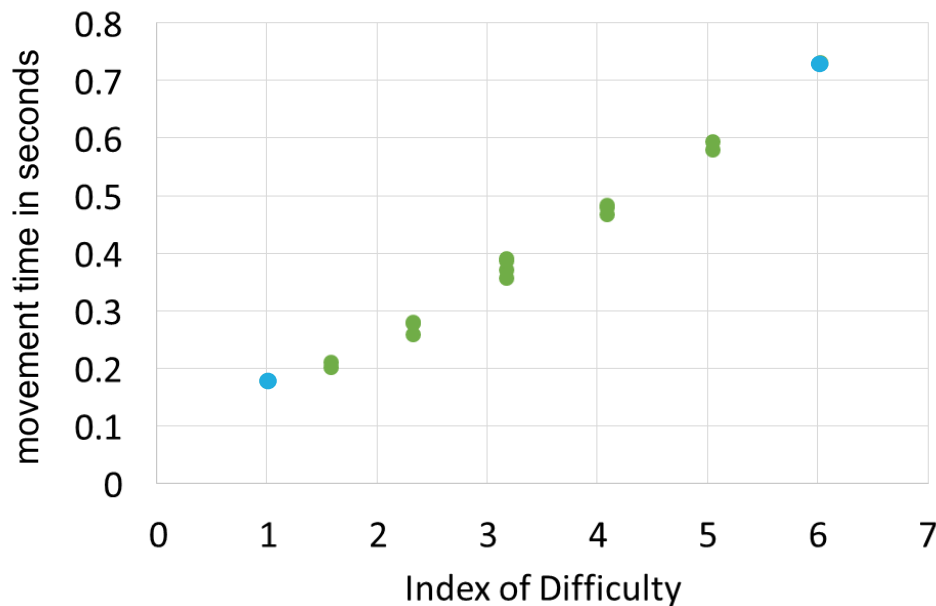
W: width of the target

$$MT = a + b \underbrace{\log_2 \left(1 + \frac{D}{W} \right)}$$

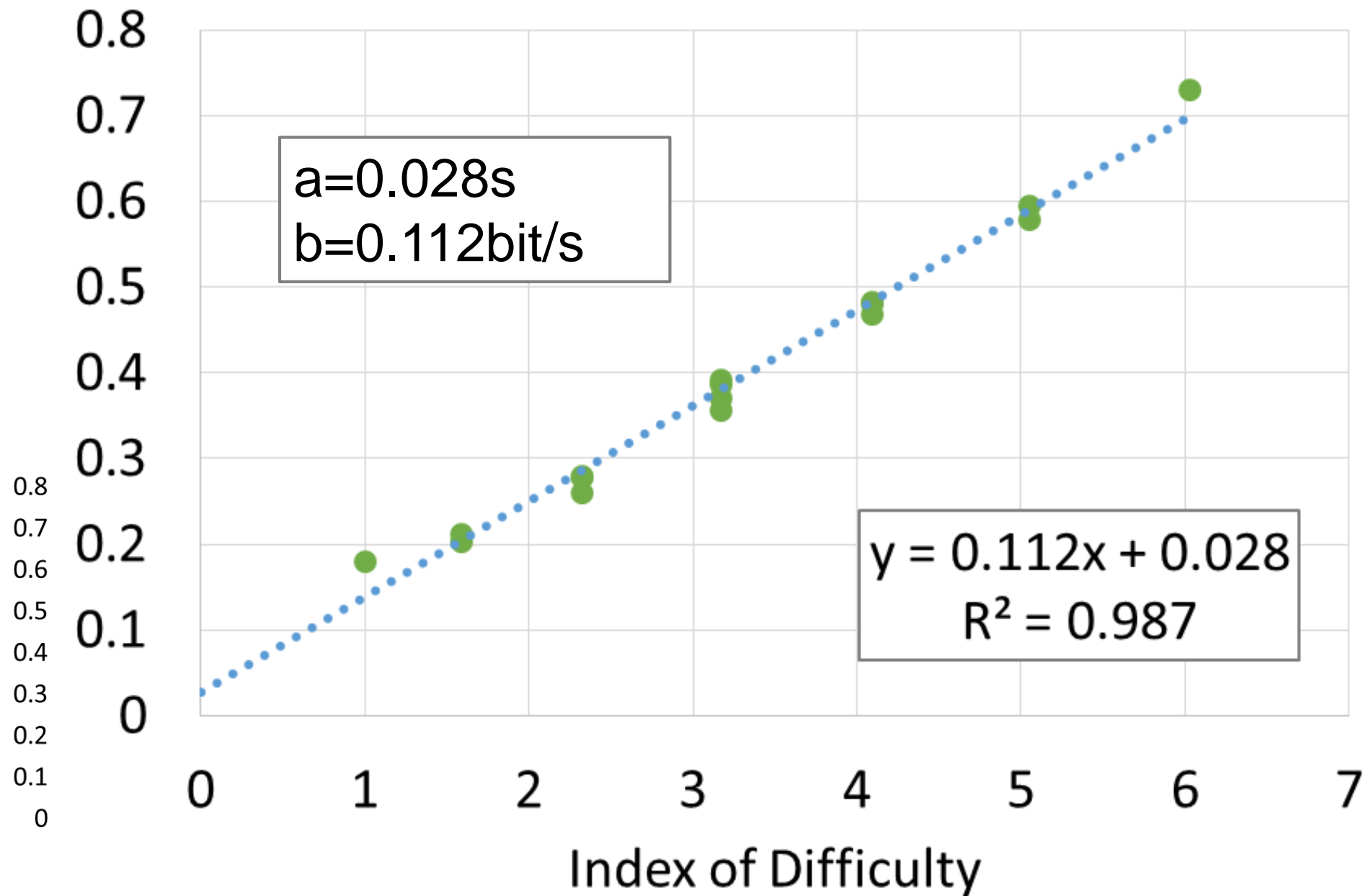
- Index of Difficulty, $ID = \log_2 \left(1 + \frac{D}{W} \right)$
 - $MT = a + b \cdot ID$
 - ID how difficult a task is independent from the input device
- Units:
 - a is measured in seconds
 - b is measured in seconds per bit
 - Index of Difficulty (ID) is described in bits



$$ID = \log_2 \left(1 + \frac{D}{W} \right)$$



- D=16, W=0.25
- $ID = \log_2(1+64) = 6.02$



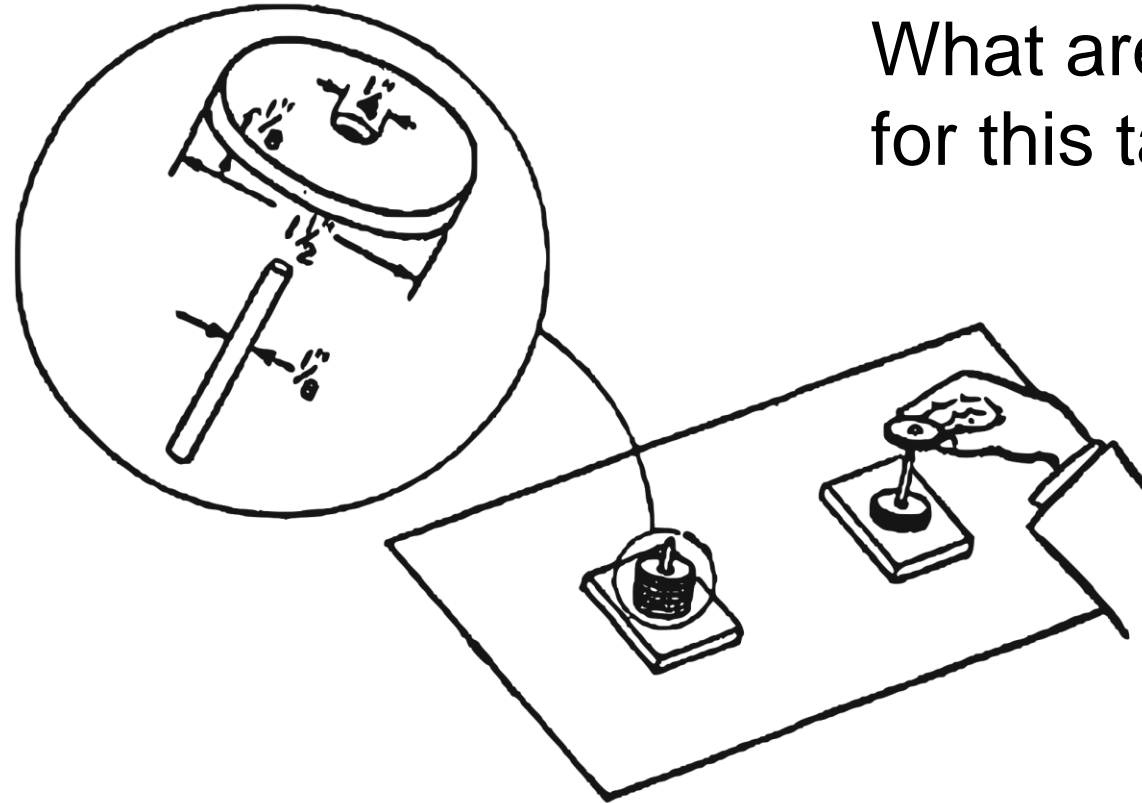
$$MT = a + b \log_2 \left(1 + \frac{D}{W} \right)$$

- $a=0.028\text{s}$
- $b=0.112\text{s/bit}$

- How long does it take to select a target that is 21 inch away and 3 inch wide?
- $MT = 0.028 + 0.112 * \log_2(1+7)$
- $= 0.028 + 0.112 * \log_2(8)$
- $= 0.028 + 0.112 * 3$
- $= 0.364\text{ms}$

From: Fitts, P. M. (1954). The information capacity of the human motor system in controlling the amplitude of movement. Journal of experimental psychology, 47(6), 381.

width	distance	MT
0.0625	4	0.697
0.0625	8	0.771
0.0625	16	0.896
0.0625	32	1.096
0.125	4	0.649
0.125	8	0.734
0.125	16	0.844
0.125	32	1.028
0.25	4	0.607
0.25	8	0.672
0.25	16	0.771
0.25	32	0.975
0.5	4	0.535
0.5	8	0.623
0.5	16	0.724
0.5	32	0.902



What are a and b for this task?

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