COMS W4170
Case Study: Marking Menus

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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)
**Radial Alternatives to Linear Menus**

<table>
<thead>
<tr>
<th>Pie</th>
<th>Bull’s eye</th>
<th>Dart board</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wiseman, Lemke, &amp; Hiles, 69</td>
<td>Distance, not angle</td>
<td>Angle and distance</td>
</tr>
<tr>
<td>Angle, not distance</td>
<td>Angle invariant</td>
<td>Distance, not angle</td>
</tr>
<tr>
<td>Scale invariant</td>
<td></td>
<td></td>
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</tbody>
</table>

G. Kurtenbach 93