

mudib^o

multiple dialog boxes for multiple monitors



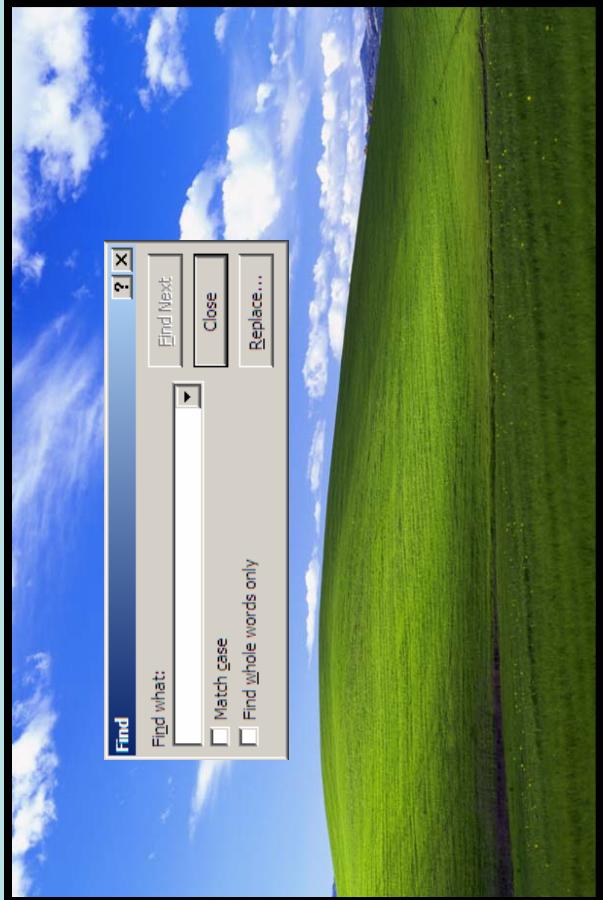
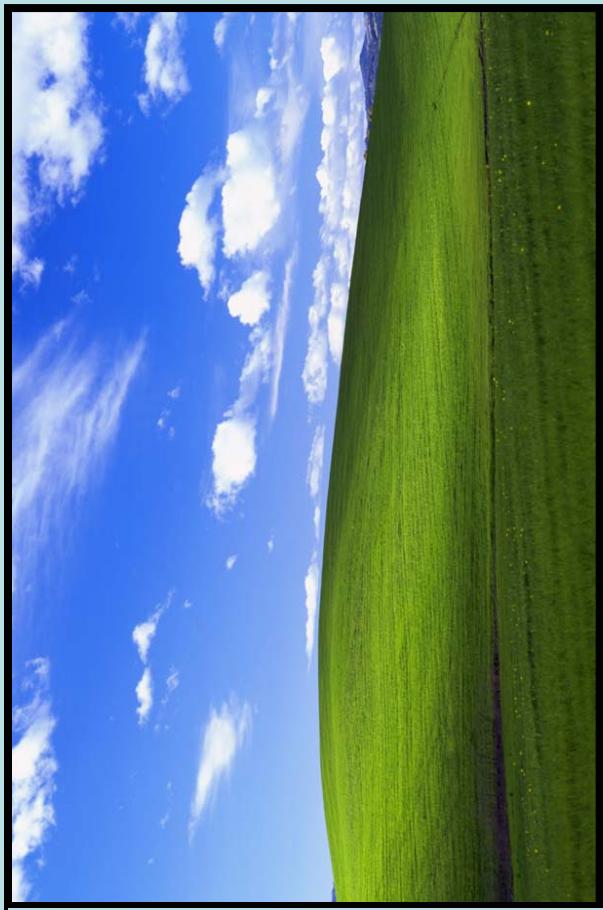
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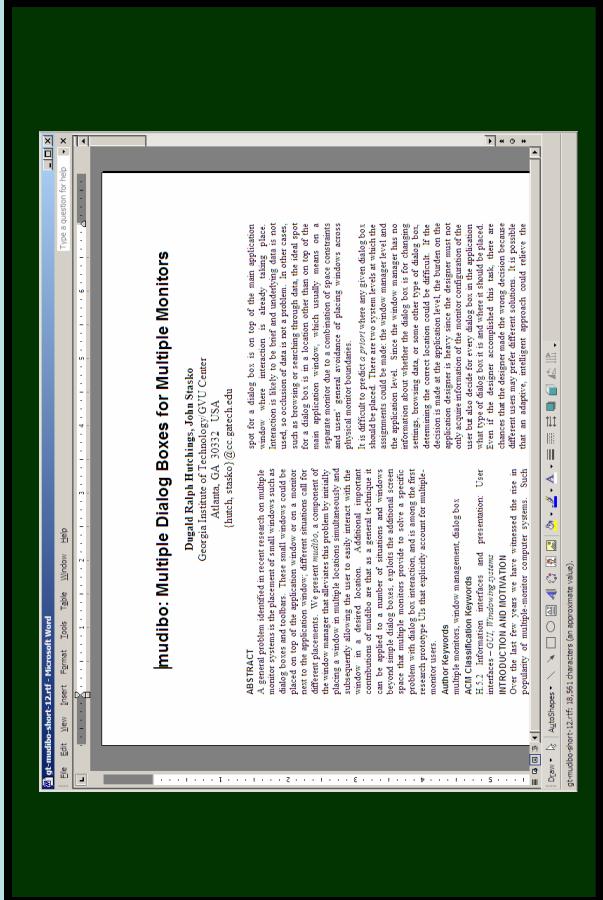
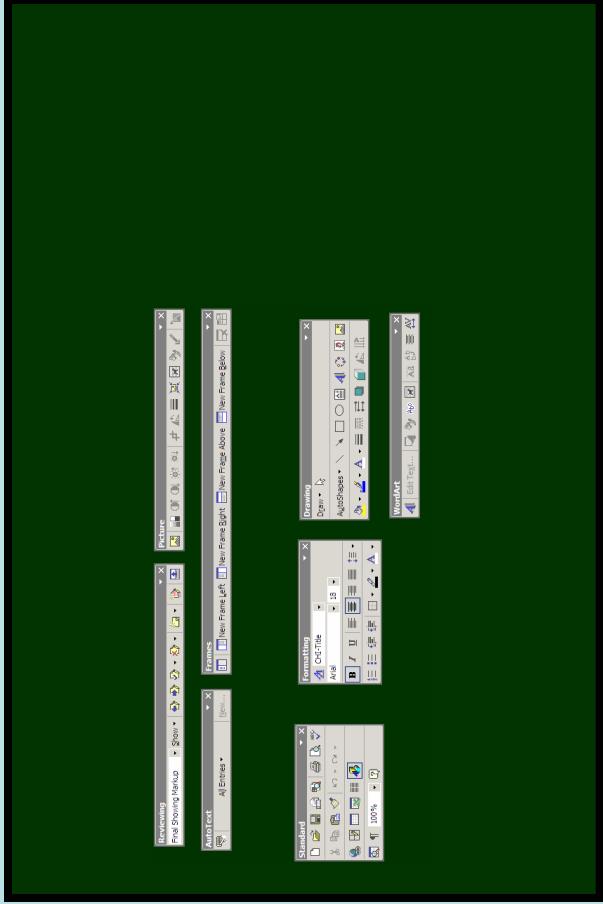
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“Expanding the Desktop: Transforming Personal Computing through Large Pixel-Space Displays”

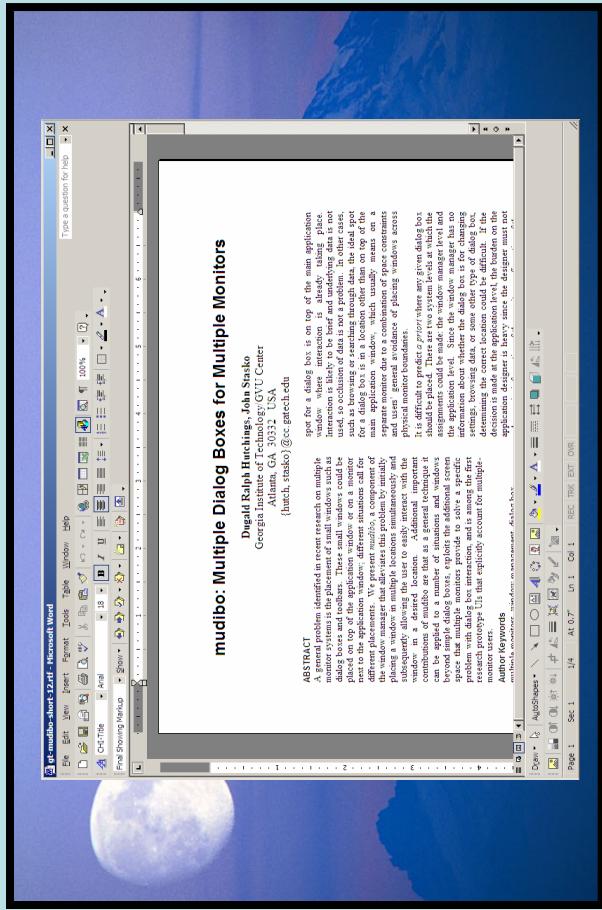
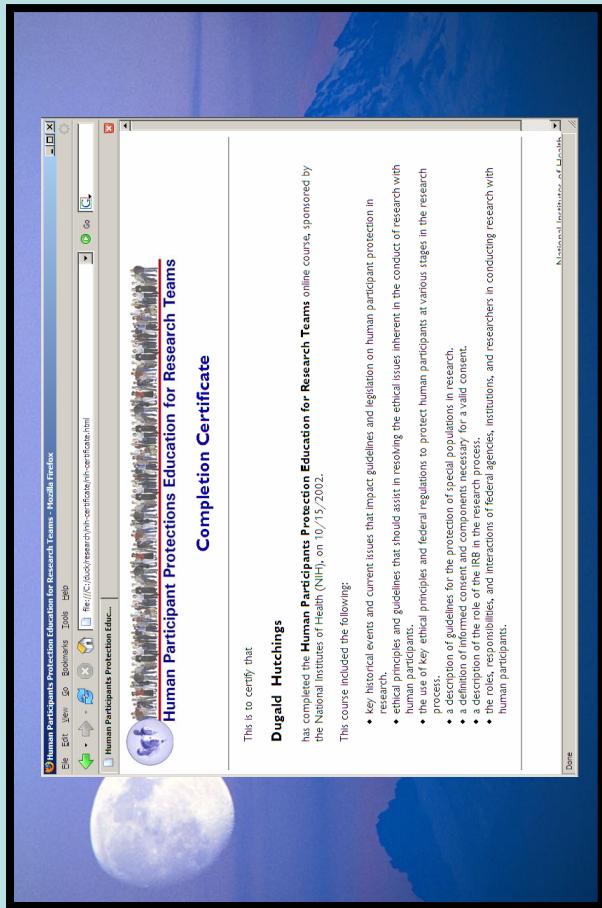




Grudin, CHI 2001



Grudin, CHI 2001



Grudin, CHI 2001



mudlibo: Multiple Dialog Boxes for Multiple Monitors

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ABSTRACT

A general problem identified in recent research on multiple monitor systems is the placement of small windows as they are placed on top of the application window or on a monitor next to the application window. Different situations call for different placements. We present mudlibo, a component of mudlibo, which usually means on a main application window, but can also mean on a monitor, or on a monitor next to the application window, or on a monitor placed on a monitor. In addition, mudlibo automatically places a window in a dialog box, allowing the user to easily interact with the window in a dialog box. Additionally, it is important to be able to place a number of dialog boxes on a monitor beyond simple dialog boxes, replace the additional screen space that multiple monitors provide, to serve a specific problem with dialog boxes, and among the first problems that mudlibo addresses is the difficulty of dialog boxes appearing on the wrong monitor. In this paper, we describe mudlibo, its capability to correctly account for multiple monitors, and its ability to correctly position dialog boxes on the correct monitor. The mudlibo application designer is very much like designer must not

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Completion Certificate

This is to certify that:

Dugald Hutchings

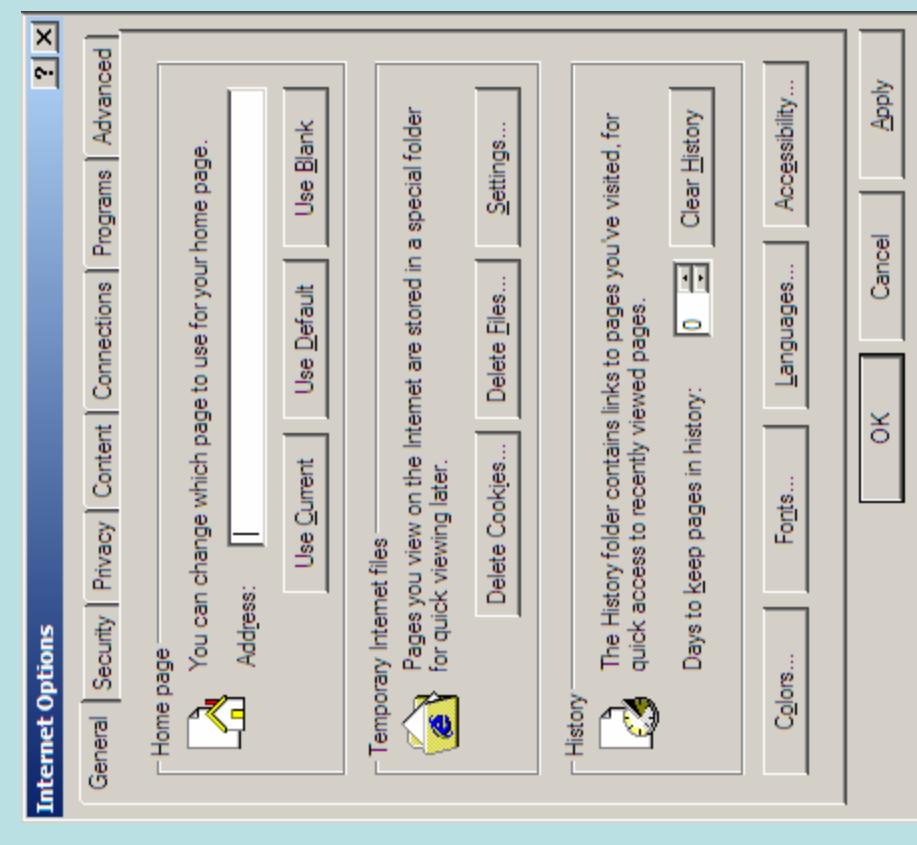
has completed the **Human Participants Protection Education for Research Teams** online course, sponsored by the National Institutes of Health (NIH), on 10/15/2002.

The course included the following:

- Key historical events and current issues that impact guidelines and legislation on human participant protection in research.
- Ethical principles and guidelines that should assist in resolving the ethical issues inherent in the conduct of research with human participants.
- The use of key ethical principles, and federal regulations, to protect human participants at various stages in the research process.
- A description of guidelines for the protection of special populations in research.
- A definition of informed consent and components necessary for a valid consent.
- The roles, responsibilities, and interactions of federal agencies, institutions, and researchers in conducting research with human participants.

Done

Grudin, CHI 2001

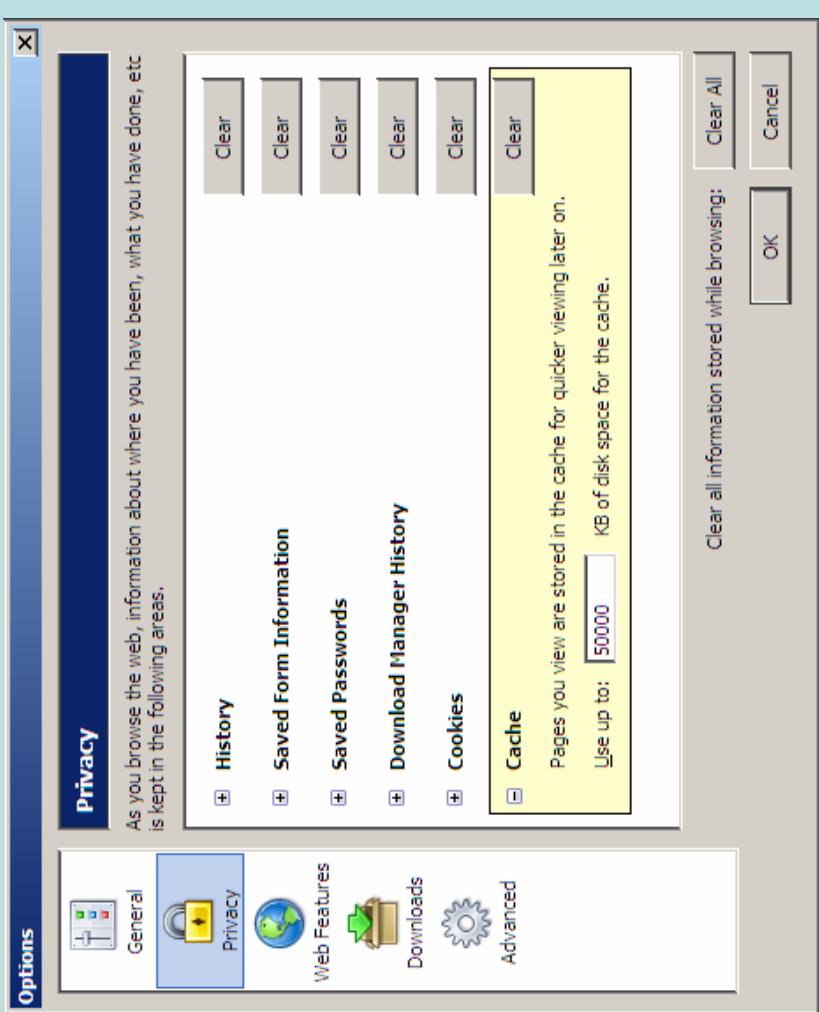


“on top” dialog box

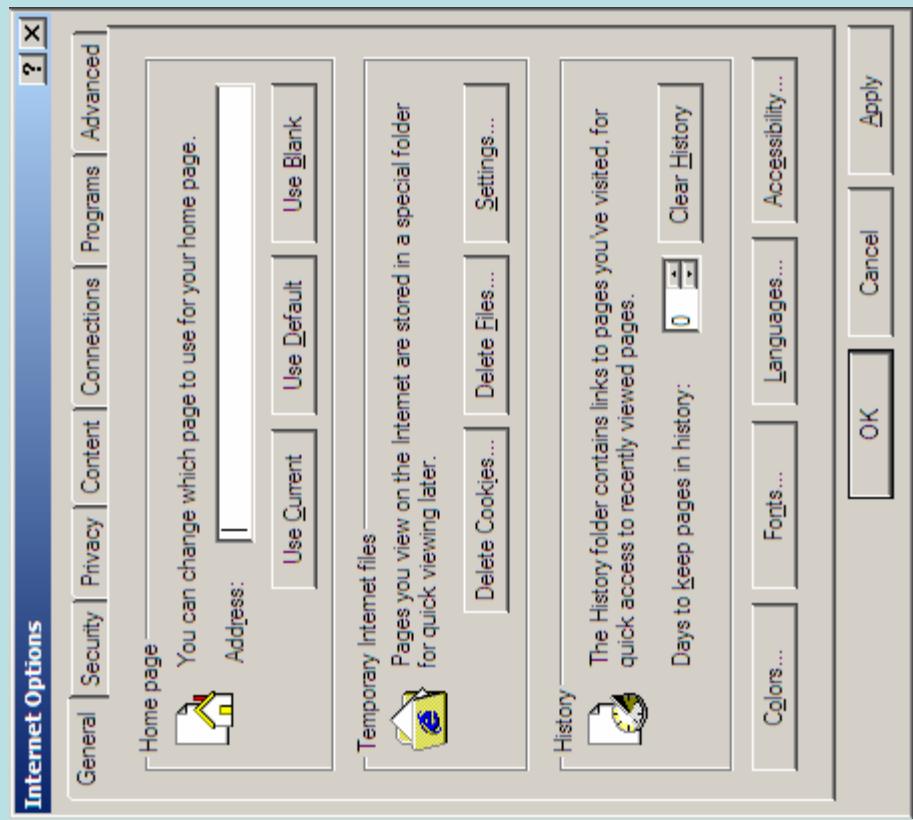


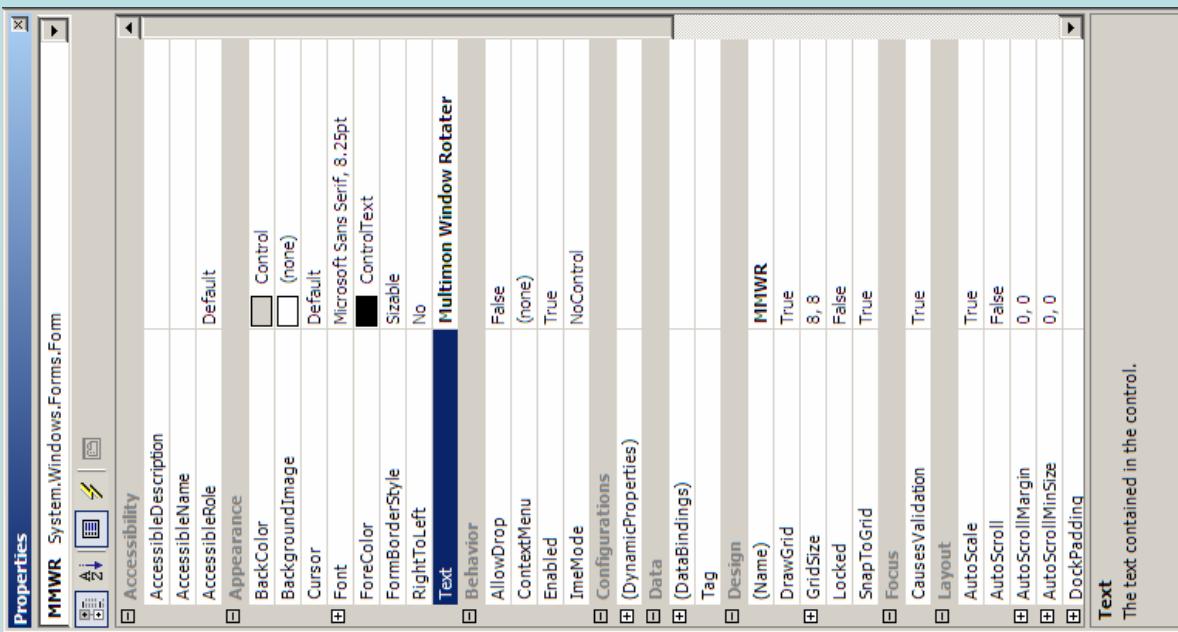
“to the side” dialog box

Videos

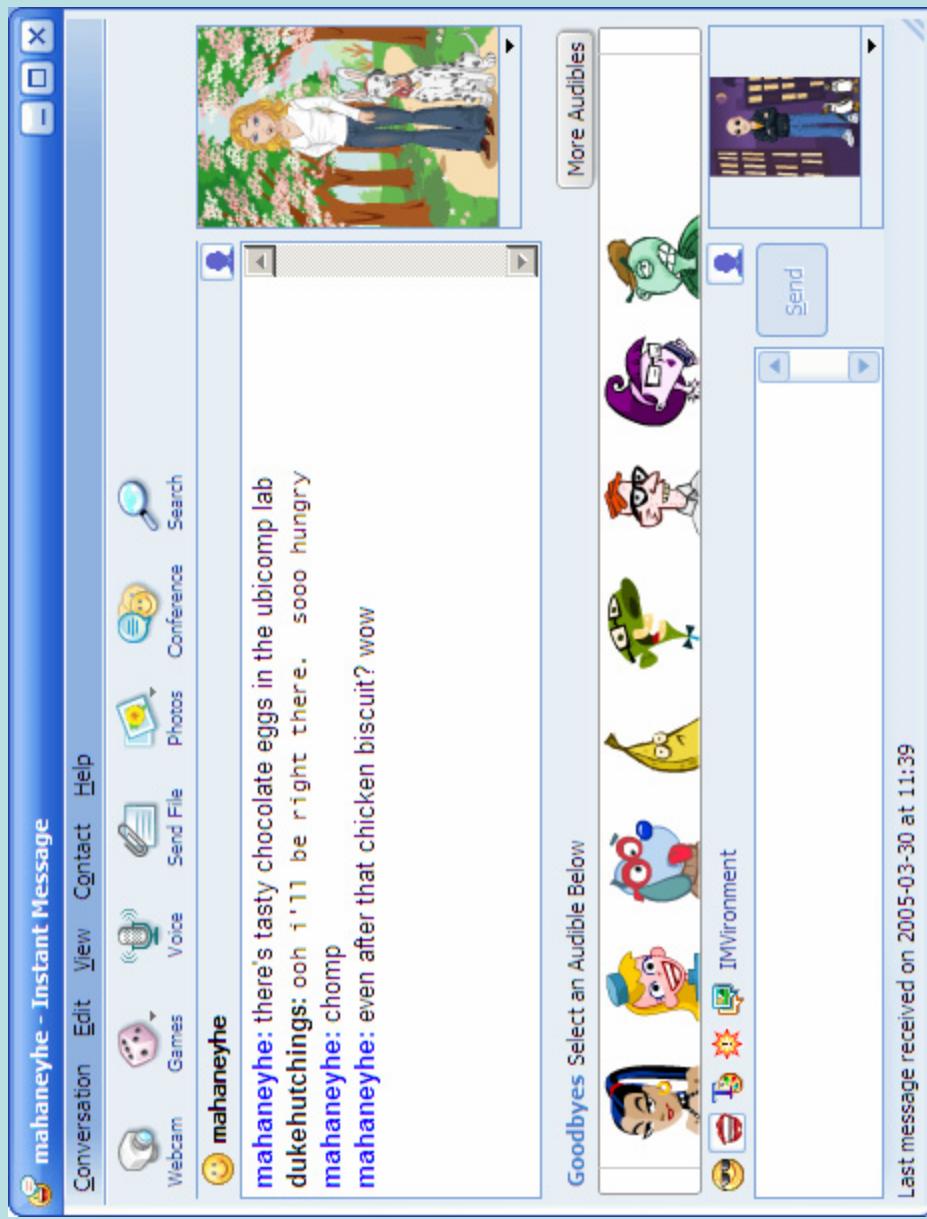


“On top” dialog boxes

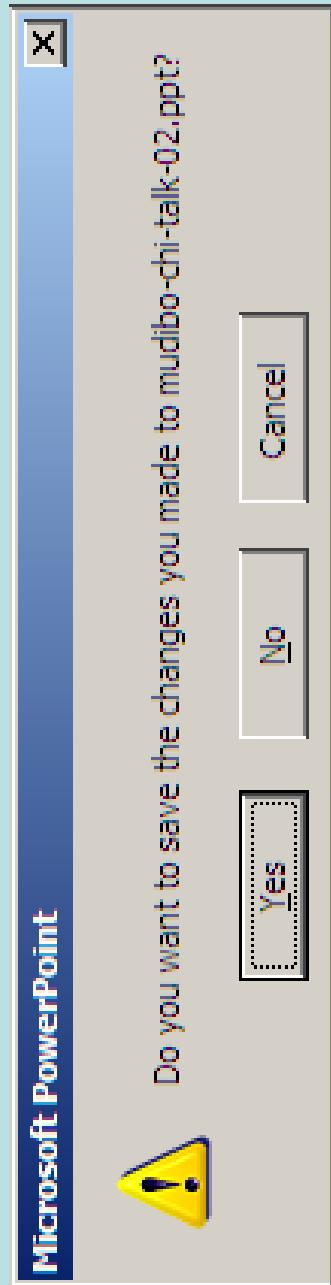




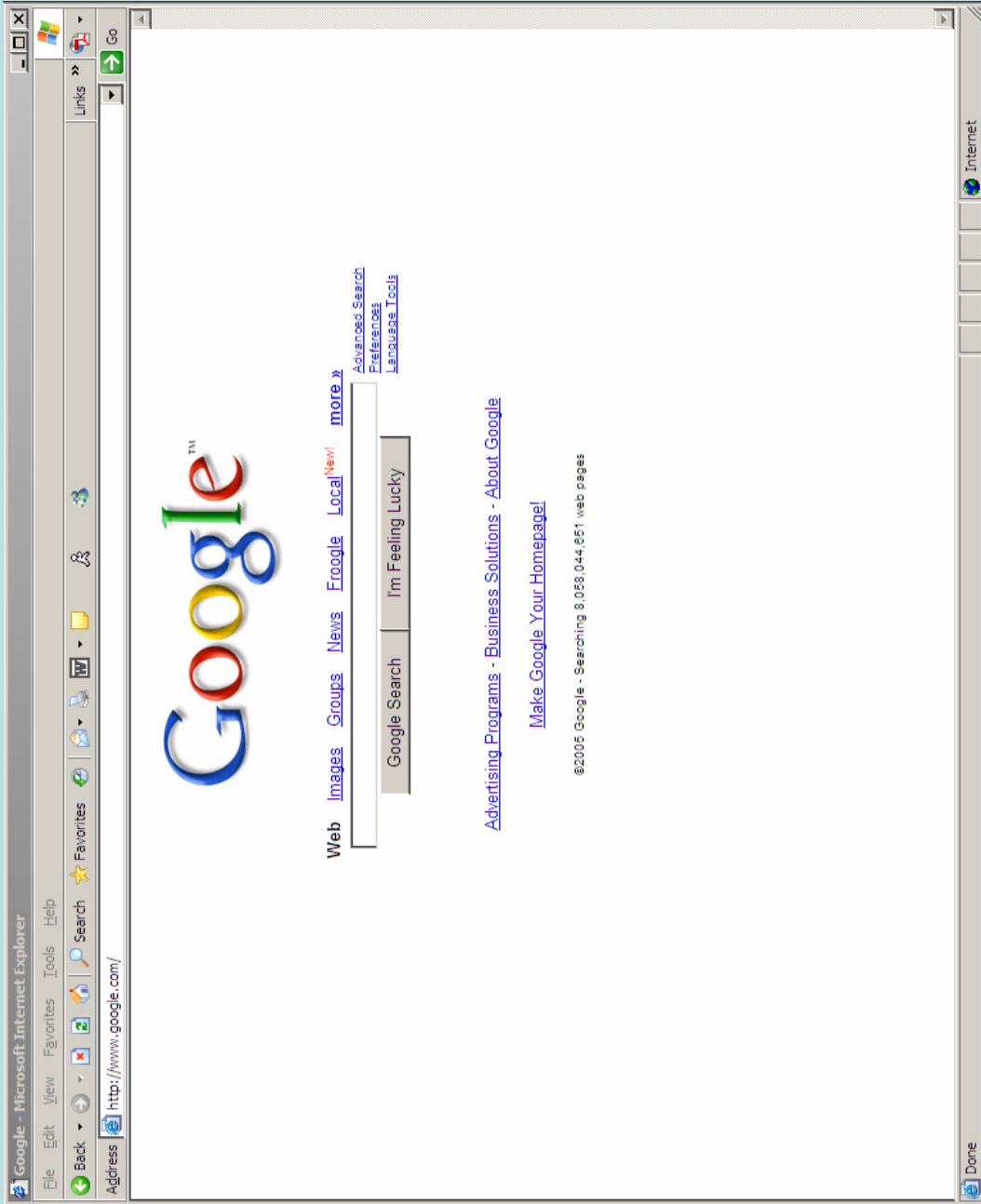
“to the side” dialog boxes



IM windows.... good or bad? ... or “it depends?”



“answer questions” when they are relevant (avoid surprises)



avoid “traps”

Potential Advantages

- Replace system decision with low-cost user selection
- Interaction time is the same or less than usual
- Visual search time is the same or less than usual
- Avoids straddled placements
- Relieves application designer from placement issue

Potential Disadvantages

- Could cause disorientation
- Could be an unwanted interruption
- Some situations simply may not call for replication

The point is to change “the question” ...

Replication, especially coupled with automation, should be considered in designing for multiple monitor applications, even if for no other reason than to spur creativity and analyze how the additional space can be exploited.

Read the paper for...

- more related work
- implementation details (this actually works on Windows XP)
- implementation shortcomings

Let's skip to the reviews!

“What the authors are really doing here is dancing around the core issue, which is that the system has no context for window usage and therefore can't infer much useful information about window placement. While the **real research agenda** is around trying to build a model of window context that would **actually solve the problem**, the authors are asking a perfectly fair and reasonable question: can we do something **quick** and **dumb** that **might** solve the problem...?” [emphasis added]

Really? OK, here's a challenge to the community:

Develop a context-aware or otherwise adaptive system that costs less money to build, costs less time to build, uses fewer system resources, and always makes a “better” decision, whether that is in reducing navigation time, reducing visual search time, reducing annoyance, or any reasonable measure, as related to the status quo and to mudiboo (or let's try to figure out how to best marry the two ideas).

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