Consistency, Multiple Monitors, & Multiple Windows

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Window Manager Strategies

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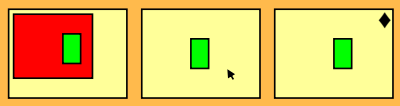
- Fixed
- Current
- Mouse



Mudibo Concept (CHI 2005)

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Hypothesis

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Participants will be quicker to *interact* with Mudibo than with a single-placement approach.

Study – Setup – Equipment

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Study Setup – Tasks

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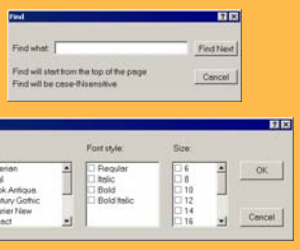

- Covers set of possible ideal dialog box placements
- Very repetitive – expect to see consistent strategies

Study Setup – Ordering

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Time-Ordered Trials

- 2 sets of 12 tasks, one set with Mudibo, one "Normal"
- Each condition explained to participant before starting
- Each set had 6 of each type of task in a pre-set order
- For Normal, half of DBs appeared on top, half to side

Study Outcome

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Hypothesis
- Participants will be quicker to ***interact*** with Mudibo

Results (12 participants)
- 2.28 sec on average in Mudibo
- 3.03 sec on average in Normal
- $p < 0.01$ in one-tailed *t*-test
- 24% decrease in time (0.75 s)

Observations

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Three basic strategy classes...
- (6) Move only when necessary
- (3) Always on top (before interaction)
- (3) Place based on task

...10 of 12 failed to consistently use strategy
- Alterations
- Exceptions

Notable Behaviors

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Move only when necessary
- 1 always picked a side monitor in Mudibo regardless of task type, with one additional exception

Always on top (before interaction)
- 1 had alteration of always leaving font (not find!) to side in the Normal set, with one additional exception

Discussion

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Pre-set consistency doesn't match behavior;
Mudibo matches intent at decision-time

"Consistency"
should it be redefined?
should it be augmented?

Adaptive approaches
is there ever enough context?

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