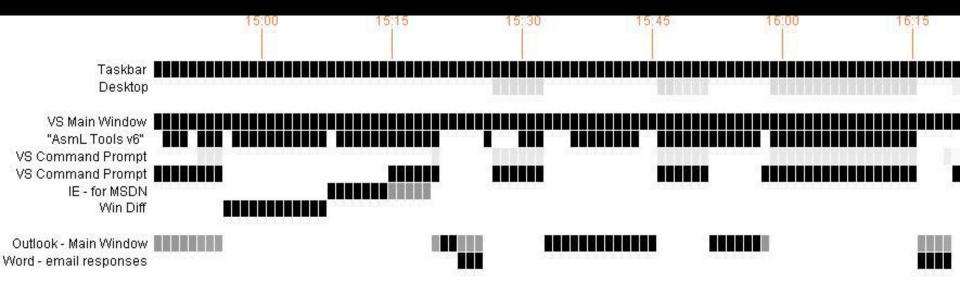
Revisiting Display Space Management





Understanding Current Practice to Inform Next-Generation Design





Designs

Studies

SCWM (2000) CIWM (1993)

Card *et al*. (1984) Gaylin (1986)

Rotating Windows (2001) (!!!)

Non-overlap Drag (2000) QuickSpace (2003) Grudin (2001) Ringel (2003) Czerwinski *et al*. (2003)





Designs

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SCWM (2000) CIWM (1993)

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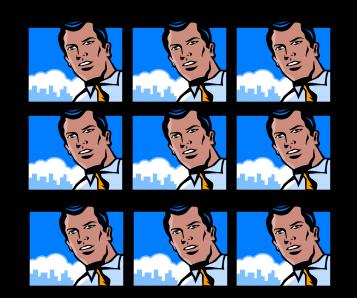
Rotating Windows (2001) (!!!)

Non-overlap Drag (2000) QuickSpace (2003) Grudin (2001) Ringel (2003) Mynatt (1999)











Method

Structured, recorded interviews Captured screen contents 20 participants (11 Female)

Machines











Window Managers



13 (7 + 6)

3

3 (2 + 1)

3 (2 + 1)







Roles



























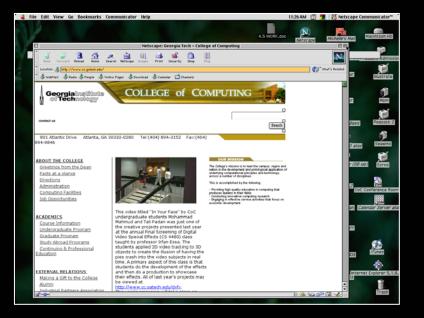




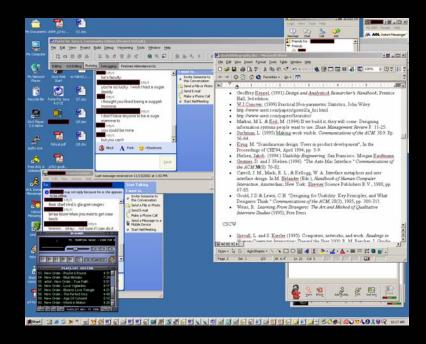






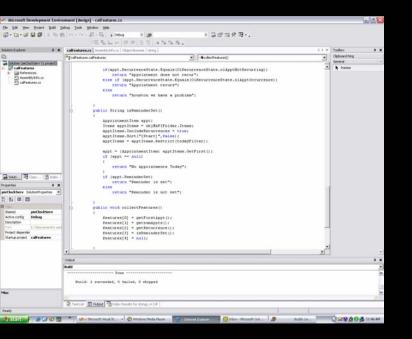


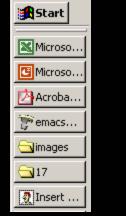
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	else return "hous	ston we have a problem";		
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		"[Start]", false);		
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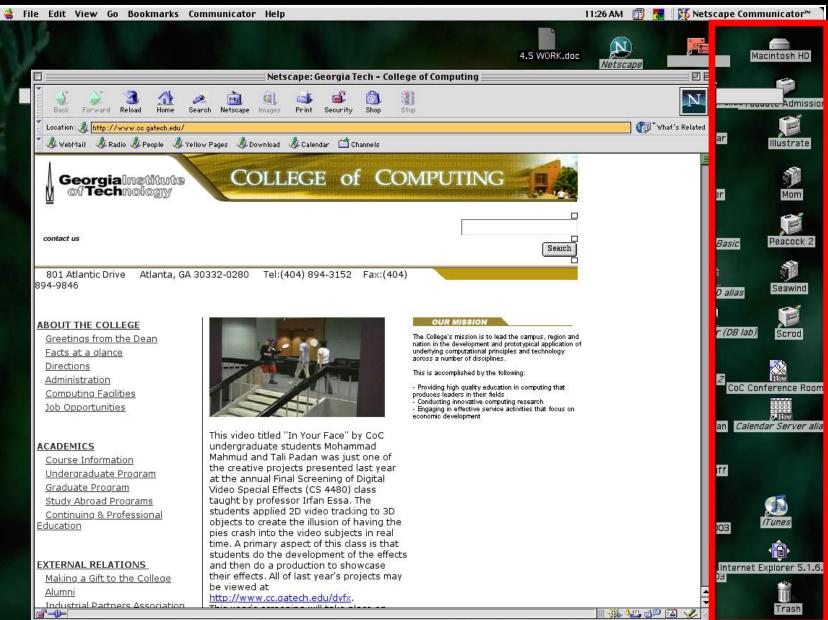


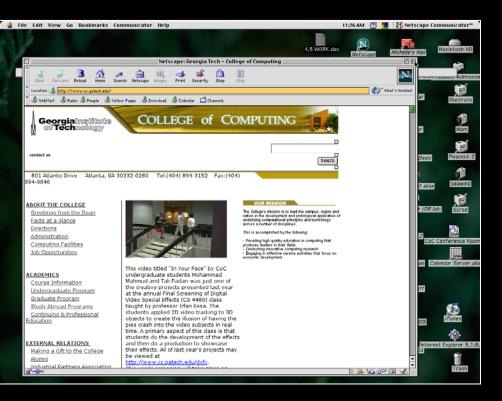






Near Maximizers (5)



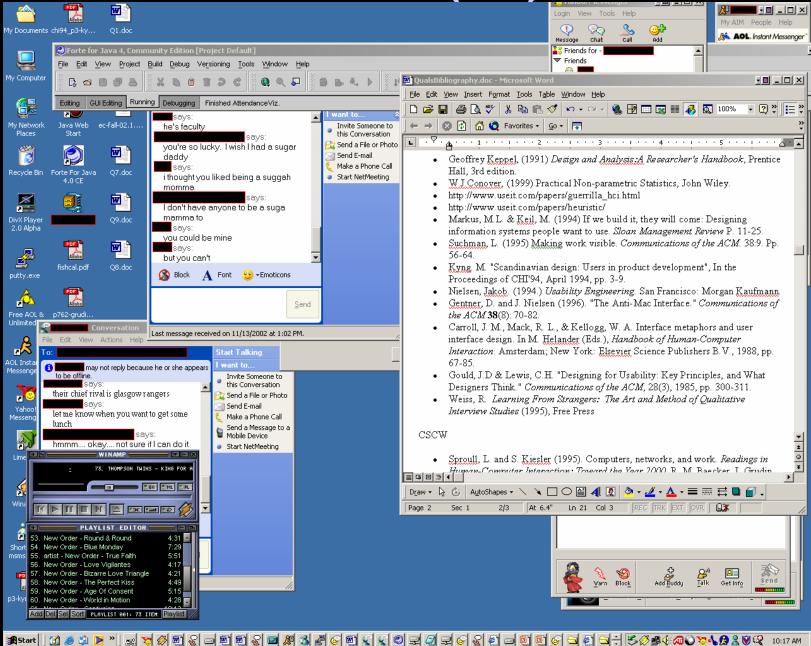




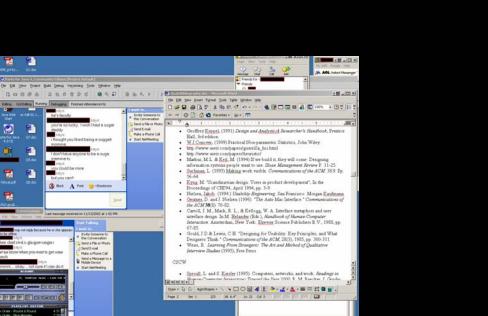




Careful Coordinators (10)







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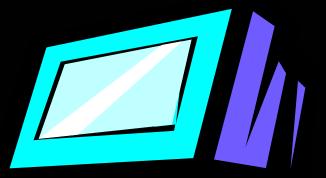
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Send a Message to Mobile Device Start NetMeeting



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3 key findings - NMs and CCs

invisibility of information desktop empty space windows as reminders

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java.awt java.awt.	JWindow (GraphicsConfiguration gc) Creates a window with the specified GraphicsConfiguration				
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<u>JScrollP</u>	JWindow (Window	owner, <u>GraphicsConfiguration</u> gc)	/**	_	
<u>JSeparat</u> JSlider			* Clasa de test pentru BinaryTree. */ class Main		
JSplitPar			<pre>/// radacina arborelui.</pre>		
JTabbed	Method Su	mmary	BinaryTree root_;		
<u>JTable</u> JTableH∈	protected void	addImpl(Component comp, Object con	<pre>/// clasa Place serveste la returnarea unei valori mai /// functia constallaca() (aven neveio co integras medi </pre>		
<u>JTextAre</u>		By default, children may not be added	<pre>/// functia searchPlace() (avem nevoie sa intoarca node otriveste /// elementul primit, cat si pozitia (left/right)).</pre>	ar unde se pt	
JTextCor	protected	instead.	class Place {		
<u>JTextCor</u> JTextFiel	JRootPane	<u>createRootPane</u> () Called by the constructor methods to (BinaryTree node_; boolean left_;		
JTextPar	AccessibleContext		}; /// cauta in arborele binar de cautare dat de nodul p (unde s-ar nov	
JToggleE JToggleE		<u>getAccessibleContext</u> () Gets the AccessibleContext associated	trivi	ande si di pot	
JToolBar	Container	getContentPane()	<pre>/// elementul el (parent + position). Place searchelace(BinaryTree p, String el) { Place place = new Place();</pre>		
<u>JToolBar</u> JToolTip		Returns the Container which is the c	<pre>do { place.node_ = p; place.left_ = (el.compareToIgnoreCase((String))</pre>	(0.1/21/06(2222))	
JTree	Component	getGlassPane()	$\langle = 0 \rangle$:	(p.varue()))(
JTree.Dy		Returns the glassPane Component i	<pre>p = place.left_ ? p.left() : p.right(); } while (p != null); return place;</pre>		
<u>JTree.En</u> JViewpo	<u>JLayeredPane</u>	getLayeredPane()			
JWindow		Returns the layeredPane object for t	<pre>/// construieste un arbore binar de cautare care va con tele /// primite in lista "list"; parcurgerea in inordine a</pre>		
Kernel	JRootPane	getRootPane () Returns the next Bana object for this r			
<u>Key</u> KeyAdar	protected boolean	Returns the rootPane object for this v	<pre>/// elementele din "list" in ordine lexicografica. boolean createrree(string list[]) {</pre>		
		isRootPaneCheckingEnabled()	return false;		
ē			<pre>root_ = new BinaryTree(); rootsetValue(list[0]);</pre>		
/// constru	ieste un arbore bi	inar de cautare care va contine elemen	<pre>root_setValue(list[0]); for (int i = 1; i < list.length; ++i) { Place p = searchPlace(root_, list[i]); p.nodeset(p.left_, list[i]); }</pre>		
/// primite	in lista "list";	parcurgerea in inordine a acestui arb\	<pre>p.nodeset(p.left_, list[i]); } return true;</pre>		
/// element	ele din "list" in ateTreeiString	ordine lexicografica.			
			/// functia main public static void main(String argv[]) { Main program = new Main();		
			<pre>if (!program.createTree(argv))</pre>		
		Acrost, institut;	UnaryFunction printFunc = new UnaryFunction() { public void execute(Object val) { System.out.printIn(val);		
);		
public stat Main public	- main is void main(Strir n <mark>gean =</mark> hew Main <mark>C</mark>	e engel) (System.out.println("Parcurgerea in preordine:"); program.rootpreorder(printFunc);		
			<pre>System.out.println("Parcurgerea in inordine:"); program.rootinorder(printFunc);</pre>		
		e new UnaryFunction() (ite(Object war) (<pre>System.out.println("Parcurgerea in postordine:"); program.rootpostorder(printFunc); }</pre>		
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user focus

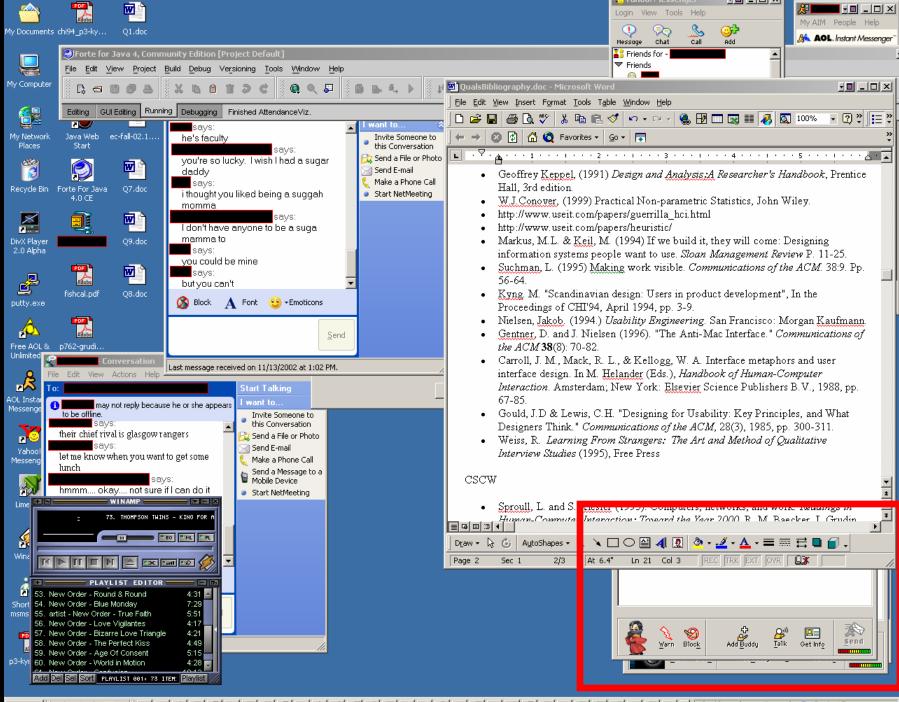
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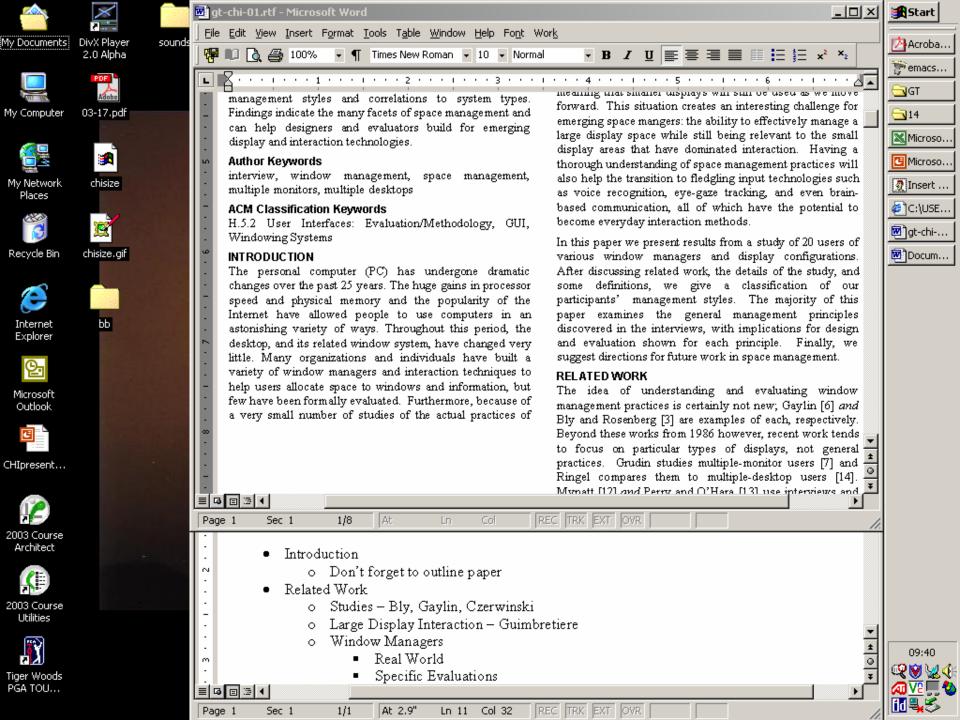
input focus

invisibility

is as important as

visibility





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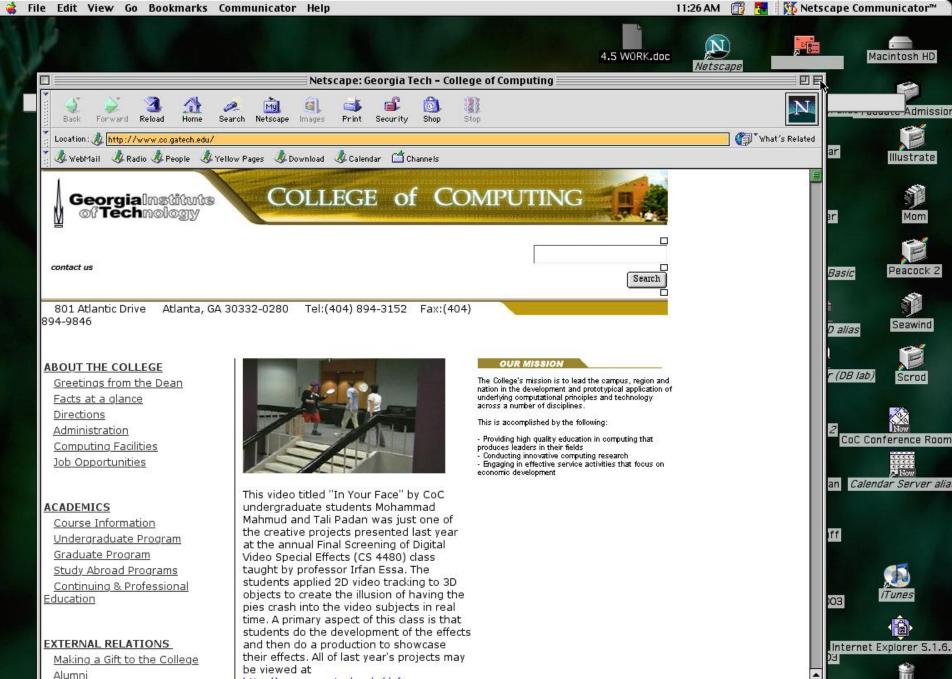
invisibility of information

past: SCWM, Rotating Windows

future: users will hide information regardless of display configuration

sometimes

empty space isn't empty at all



http://www.cc.gatech.edu/dvfx.

Industrial Partners Association

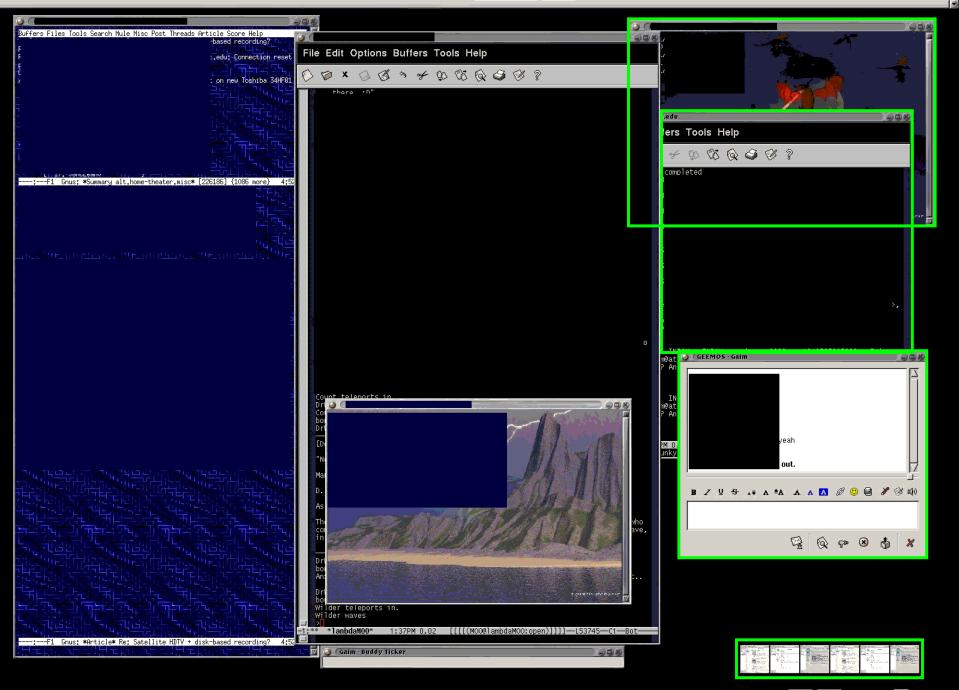
ra - De

Trash

Desktop Empty Space

past: QuickSpace, Non-Ovp. Dragging

future: better use of "empty space" and "icon space" for multimon users windows acting as reminders



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CC 関

Windows as Reminders

past: CIWM

future: more space engenders technique

Future Work







http://www.gvu.gatech.edu/ii





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