

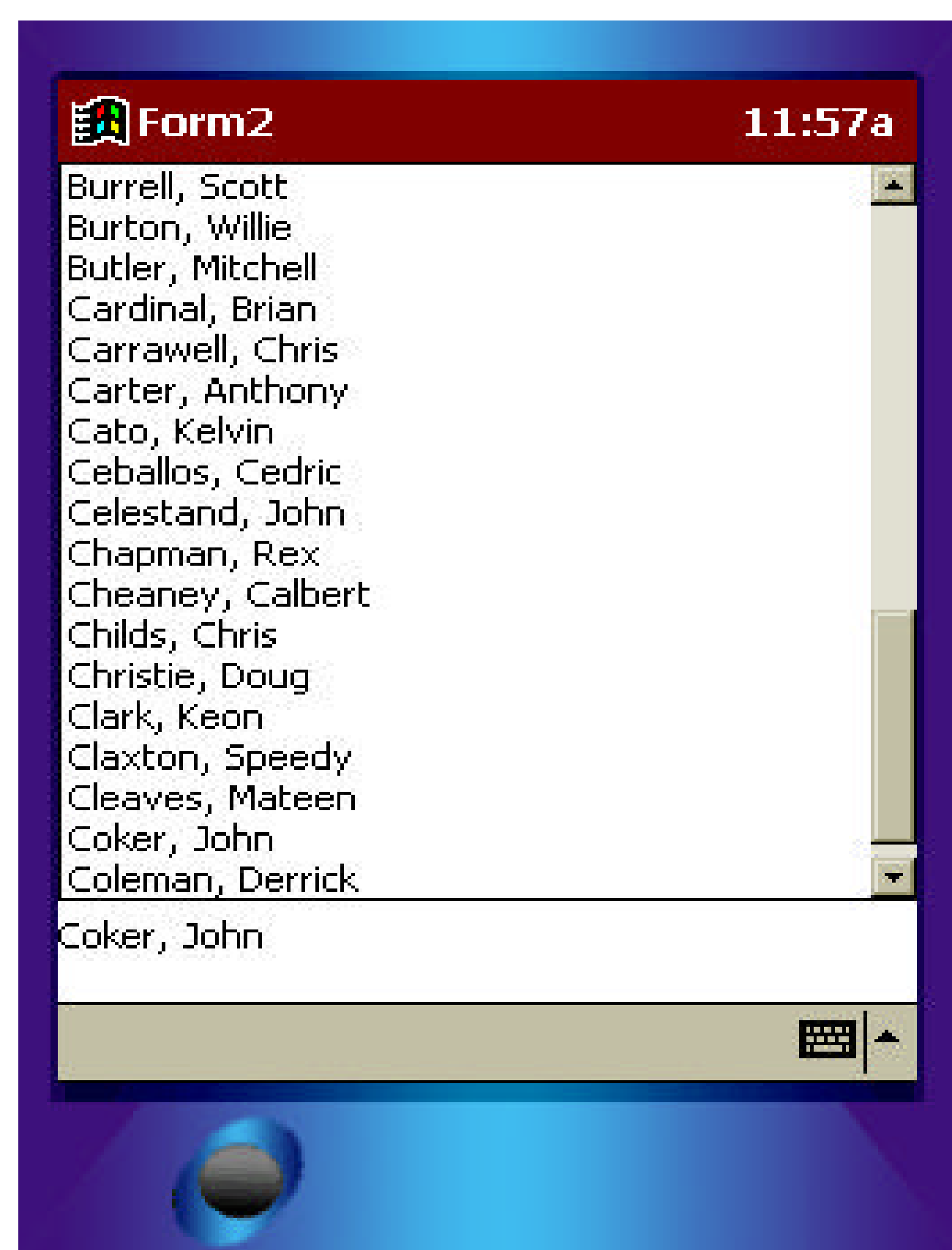
Problem Statement

People are using PDAs everyday. But how much do we know about basic interface usability principles? In order to better design applications for these devices there should be careful studies to discover basic design guidelines.

Testing Motivation

To begin testing, it is necessary to understand the basic types of operations done on a PDA. One of these operations is scrolling. Because of the small screen size, it is often necessary to move down the screen to view the rest of the information.

Sample Test

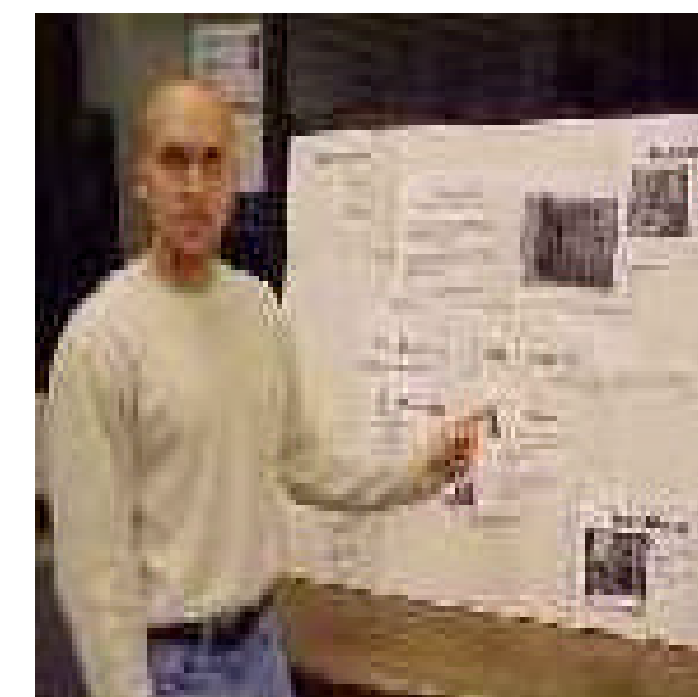


Above we see a screenshot showing a list of names. At the bottom is the target name to find.

Potential Applications

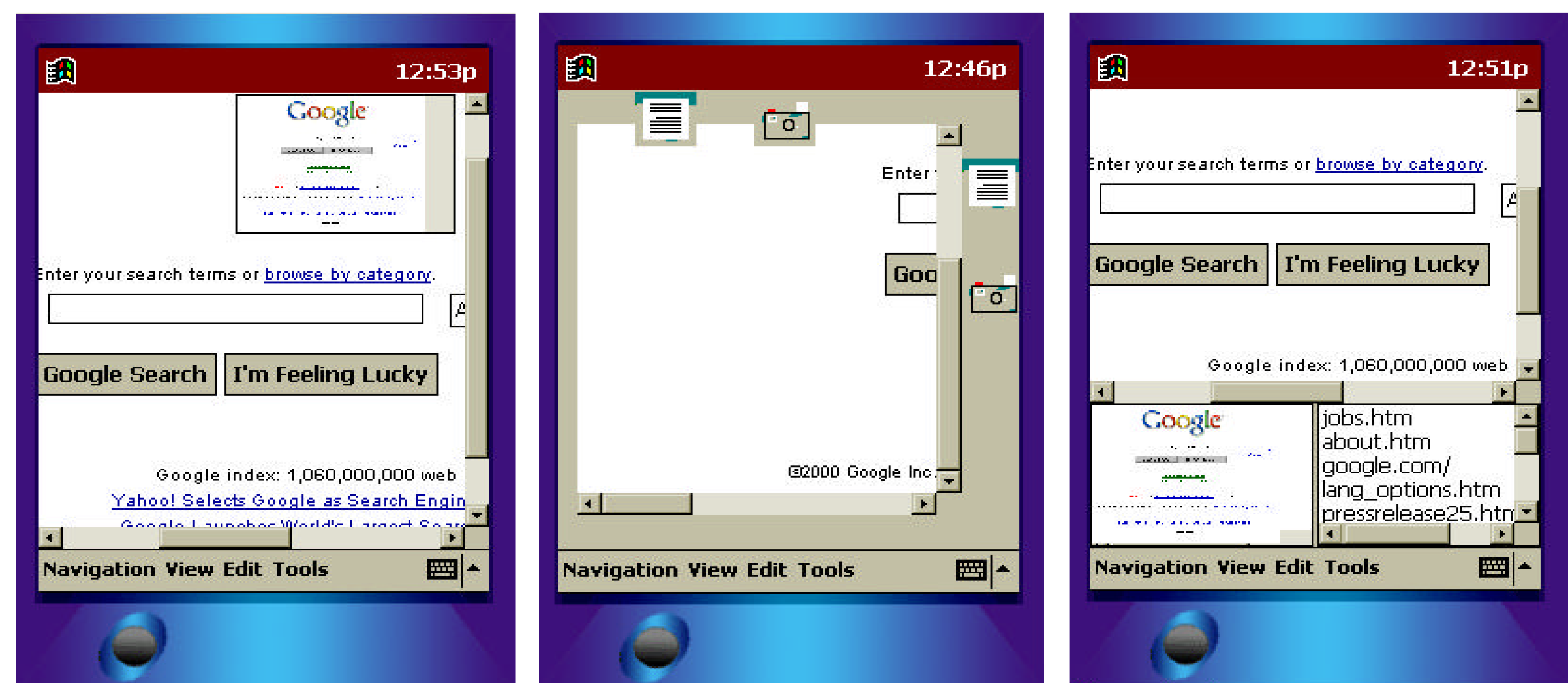
There are a wide array of applications for PDAs. One of the most talked about and promising is World Wide Web access through a wireless connection. In order to put all of this content on a small screen, more intelligent uses of the screen space may be necessary.

Design Scenarios



You are at a presentation of your poster and an interested party wants to see your current work. You use your PDA and show them.

Prototypes



Three design prototypes for viewing the web on a PDA. Overview, a fisheye technique, and a split screen.