We thank NSF for support under grant IIS-0414667.

Window Manager Strategies
- Fixed
- Current
- Mouse

Mudibo Concept (CHI 2005)

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

Study – Setup – Equipment

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

- 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

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

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

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

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?

Consistency, Multiple Monitors, & Multiple Windows

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