

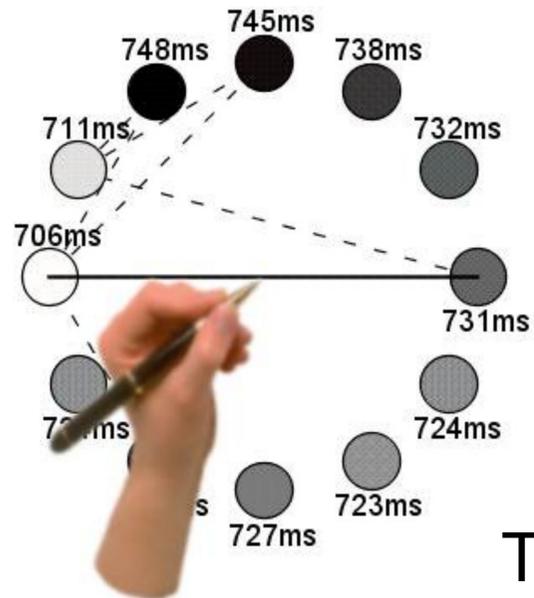
Handedness Issues for Pen Input

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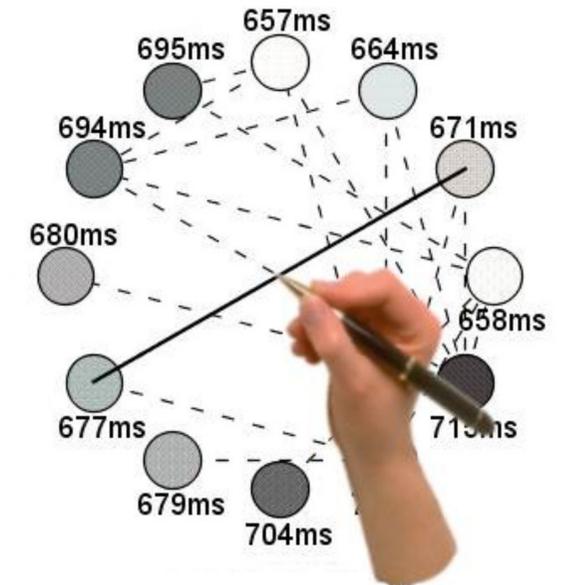


by Mark S. Hancock

Vertical Displays

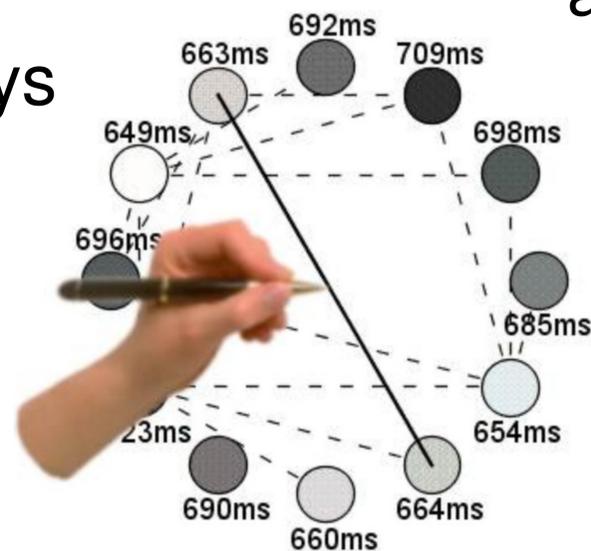


Users can point to and select objects most quickly when they use only *wrist* movements and not *arm* movements.

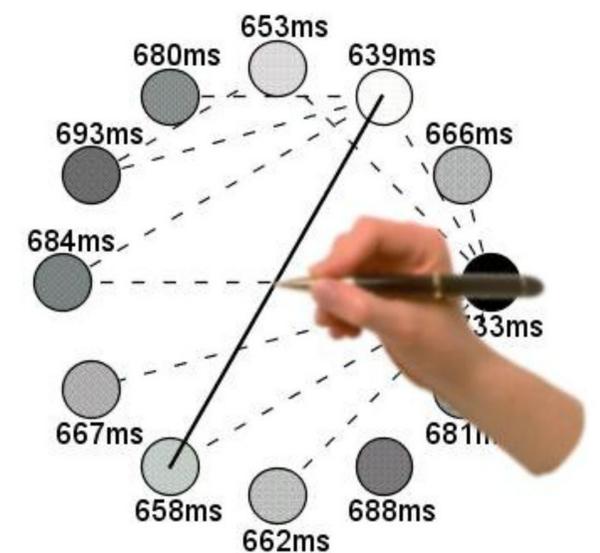


The hand posture when using a vertical display is different than on a horizontal display.

Horizontal Displays



On a horizontal display, if the application places targets in a single, static location, either left- or right-handed users will be disadvantaged.



let users specify their handedness

or

determine handedness automatically

Applications MUST: