Handedness Issues for Pen Input

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.

Applications MUST:

- let users specify their handedness
- or
- determine handedness automatically