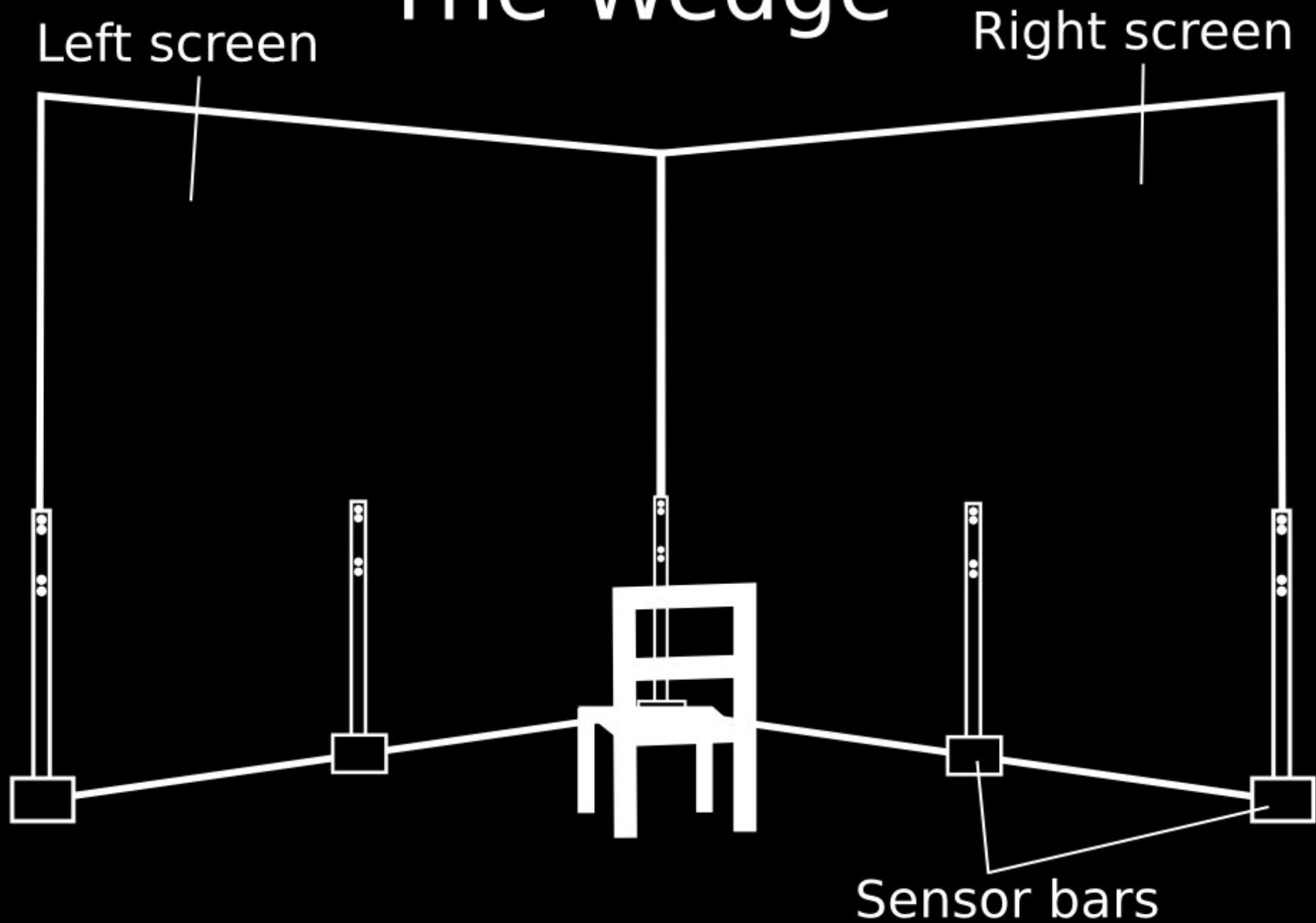


# Velocity-Based Pointer Scaling using a Wiimote in the Wedge

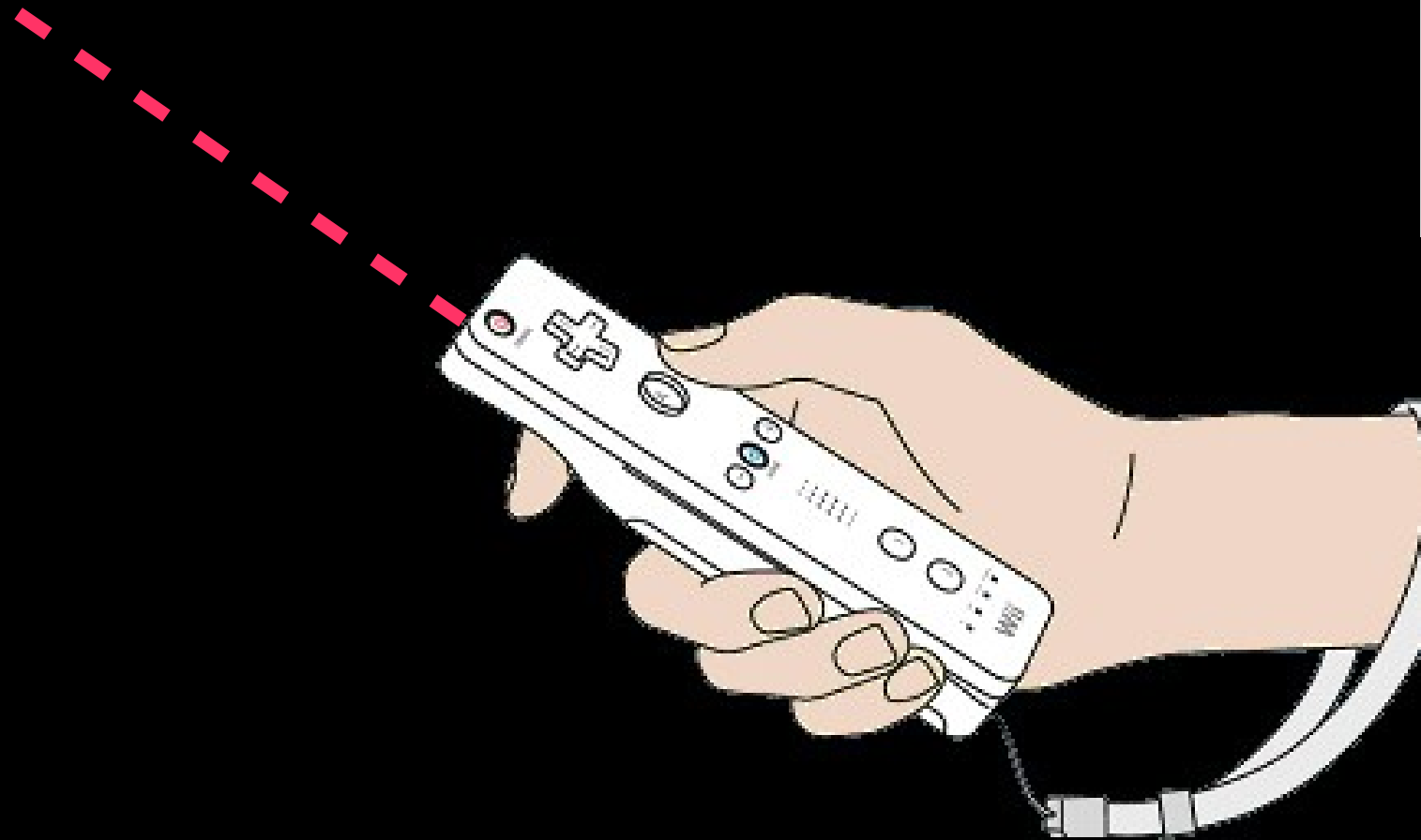
Chris Pelling

# The Wedge



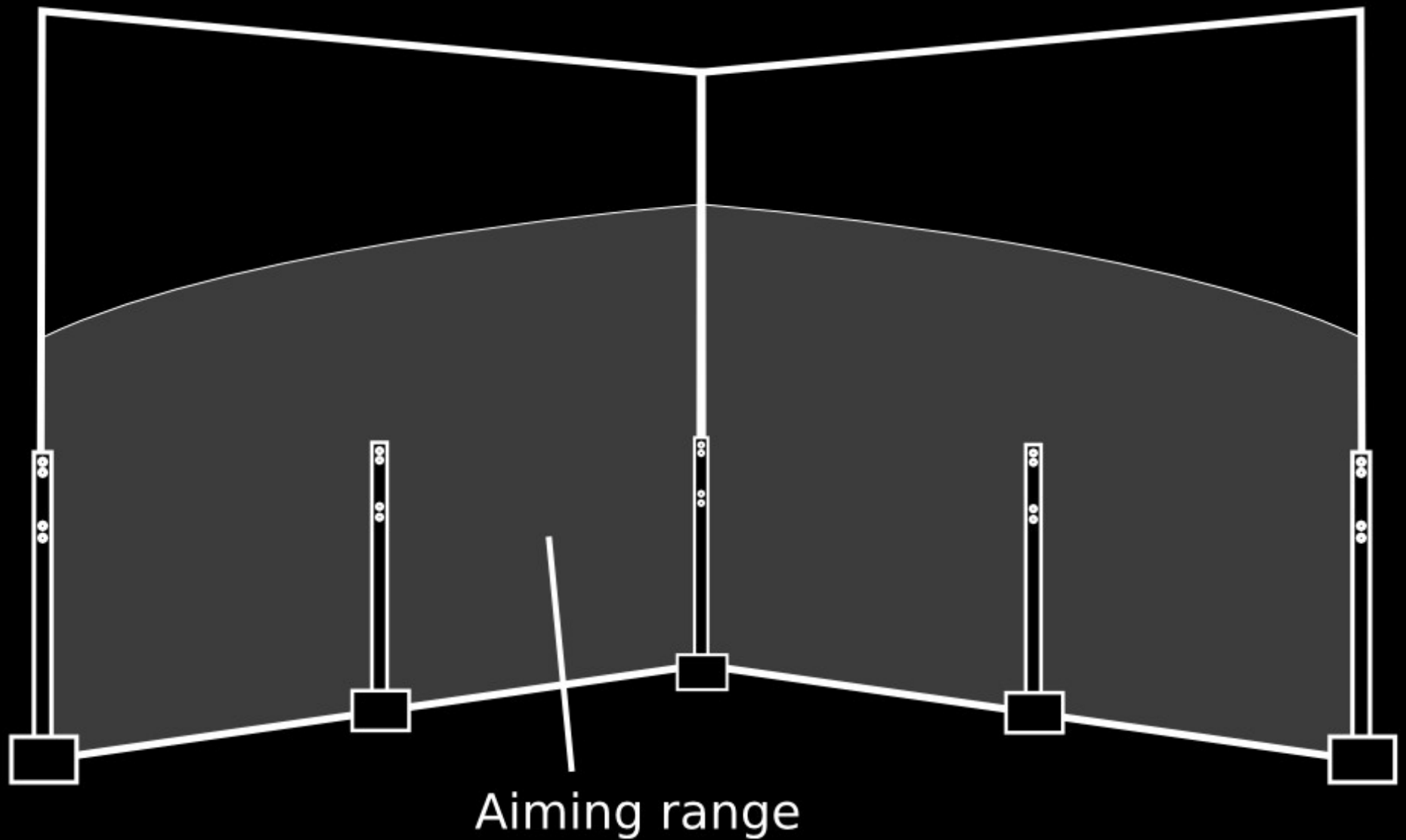
# The Wiimote

Used in the Wedge as a pointing device

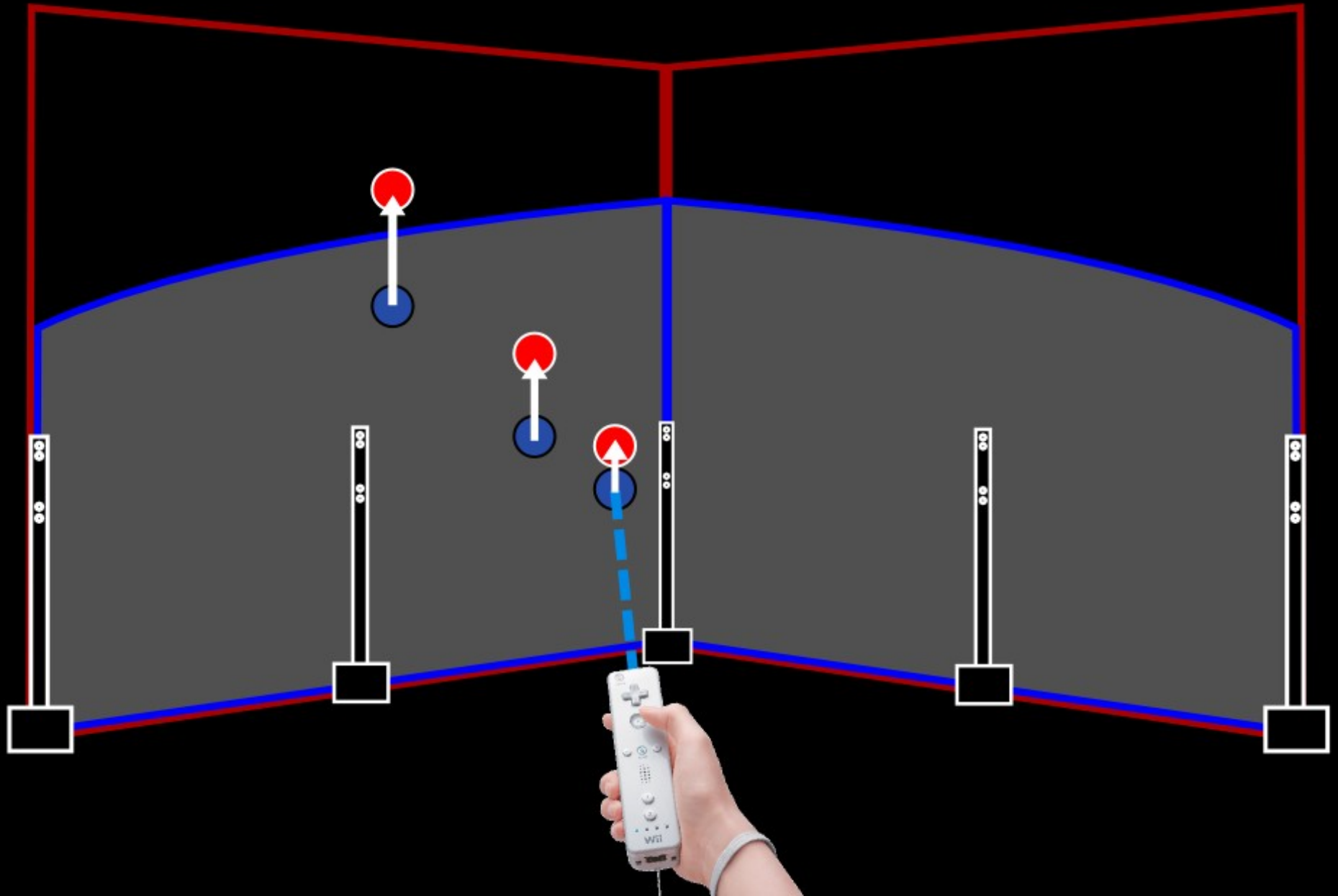




# Limitations

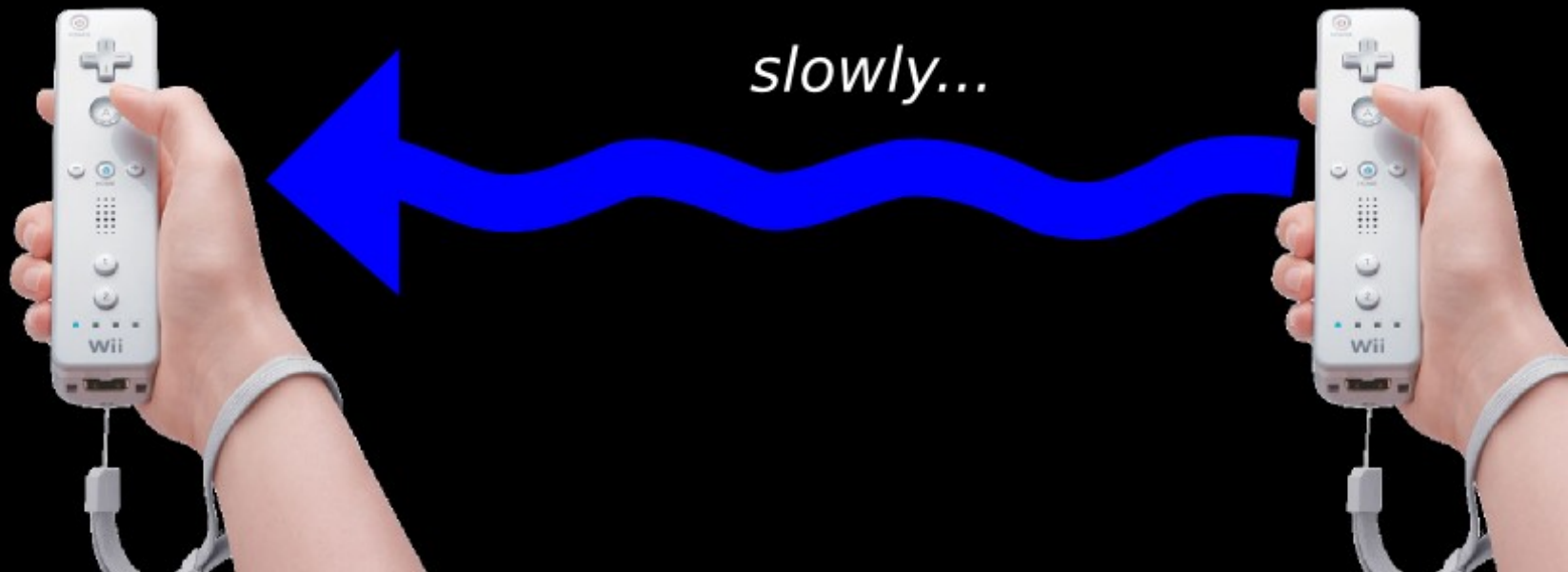


# Position-based scaling



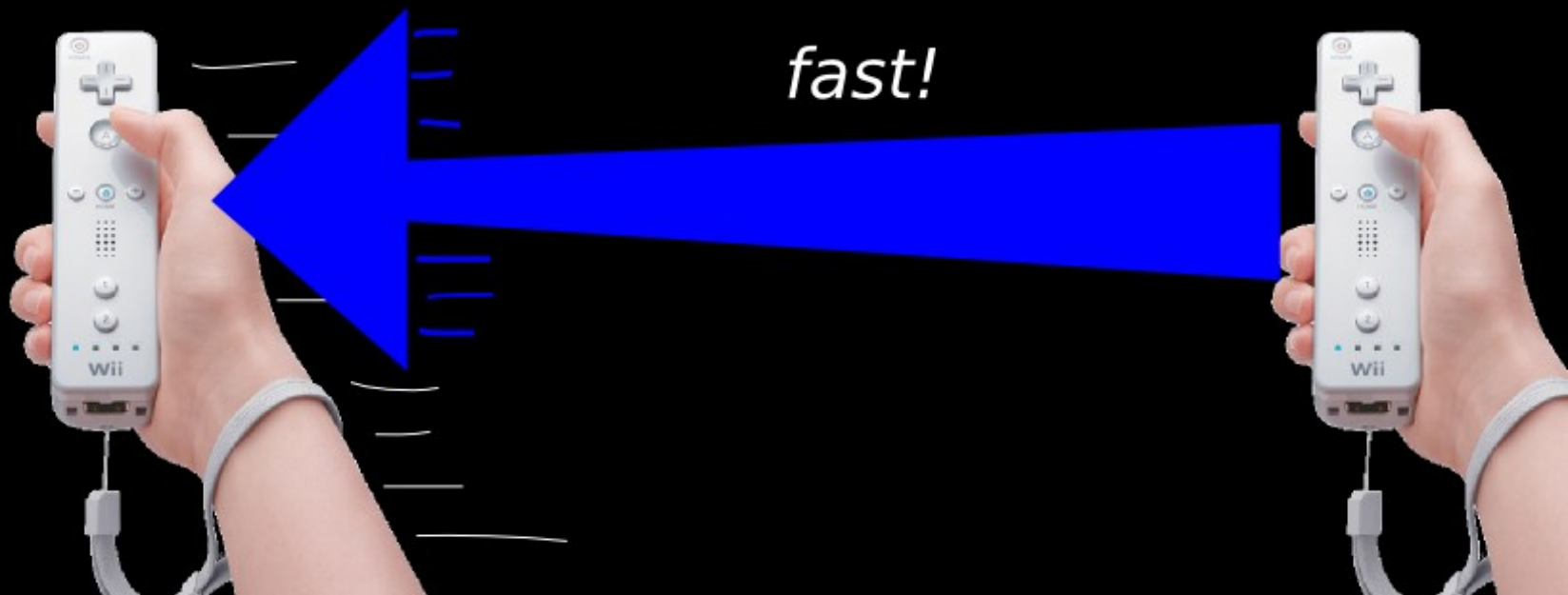
# Velocity-based scaling

Accuracy when you need it



# Velocity-based scaling

Speed when you don't need accuracy



You've used this before...



(but not with a 3D pointer!)

# Potential issues

- User now has to think relatively and about velocity
- “Running off the edge of the mousepad”
  - Possible mitigation: Revert to position-based scaling above a certain speed threshold

# My tasks

- Remove position-based scaling from Torben Schou's existing code
- Implement velocity-based scaling
- Tweak
- Carry out a formal usability experiment
- Write-up