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Mid-air Pan-and-Zoom on Wall-sized Displays

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Figure 1. Panning and zooming in Spitzer’s 396 032 x 12 000 = 4.7 billion pixels images of the inner part of our galaxy.

ABSTRACT

Very-high-resolution wall-sized displays offer new opportunities for interacting with large data sets. While pointing on this type of display has been studied extensively, higher-level, more complex tasks such as pan-zoom navigation have received little attention. It thus remains unclear which techniques are best suited to perform multiscale navigation in these environments. Building upon empirical data gathered from studies of pan-and-zoom on desktop computers and studies of remote pointing, we identified three key factors for the design of mid-air pan-and-zoom techniques: uni- vs. bimanual interaction, linear vs. circular movements, and level of guidance to accomplish the gestures in mid-air. After an extensive phase of iterative design and pilot testing, we ran a controlled experiment aimed at better understanding the influence of these factors on task performance. Significant effects were obtained for all three factors: bimanual interaction, linear gestures and a high level of guidance resulted in significantly improved performance. Moreover, the interaction effects among some of the dimensions suggest possible combinations for more complex, real-world tasks.

INTRODUCTION

Very-high-resolution wall-sized displays can accommodate several hundred megapixels and make it possible to visualize very large, heterogeneous datasets in many domains [1, 3, 34]. Astronomers can use them to display telescope images constructed from hundreds of thousands of frames stitched together, such as Spitzer’s 4.7 billion pixels images of the inner part of our galaxy (Figure 1). Biologists can explore the docking of complex molecules. Artists can create gigapixel images, such as the 26 gigapixel panorama of Paris based on 2,346 pictures stitched together. Crisis management centers can interact with highly detailed maps of very large areas. For example, OpenStreetMap data range from a view of the world down to street level, resulting in an image that requires 18 peta (18 \cdot 10^{15}) pixels at its highest level of detail.

With resolutions up to 100-dpi, these LCD-based displays afford more physical forms of navigation [3, 32, 34] compared to conventional desktop setups or to lower-resolution projection-based large displays: Users simply step back to get an overview of the displayed data and walk forward to see details, including small but legible text. However, as the examples above show, datasets increase in size faster than displays increase in dimensions and pixel density. The display depicted in Figure 1 consists of thirty-two 30-inch tiled monitors and can display a “mere” 131 million pixels. NASA’s Hyperwall-2, to our knowledge the largest wall built to date, only doubles that number, and does so by adding some screens that users cannot reach. Virtual navigation is thus still required, as datasets can be several orders of magnitude too large to fit on even wall-sized displays [4].

Many interaction techniques have been specifically designed to help users navigate large multiscale worlds on desktop computers, using zooming and associated interface schemes [11]. However, high-resolution wall-sized displays pose different sets of trade-offs. It is critical to their success that interaction techniques account for both the physical characteristics of the environment and the context of use, in-
cluding cooperative work aspects. Input should be location-
independent and should require neither a hard surface such
as a desk nor clumsy equipment: users should have the abili-
ty to move freely in front of the display and interact at a
distance [3, 34]. This precludes use of conventional input
devices such as keyboards and mice, as well as newer inter-
action techniques: The powerful multi-finger gestural input
techniques designed by Malik et al. [22] were devised for
interaction with lower-resolution large displays from afar.
They require sitting at a desk, and are thus not optimal for
displays of very high-resolution that afford more physical
forms of navigation. The recent Cyclostar approach [21] is
very elegant, but requires the display surface to be touch-
enabled, a feature that wall-sized displays often lack. Cy-
clostar is also not well-suited to wall-sized displays, as it re-
quires users to be within arm’s reach of the display surface.
While this is perfectly acceptable for displays up to 1.5m in
diagonal such as SMART BoardsTM, users of larger displays
such as the one in Figure 1 (5.8m in diagonal) would only see
a very limited portion of the display while navigating. This
lack of an overview would be a non-negligible hindrance as
navigation is mostly driven by contextual information.

Our goal is to study different families of location-indepen-
dent, mid-air input techniques for pan-zoom navigation on
wall-sized displays. More specifically, we seek to answer
questions related to the performance and subjective prefer-
ences of users, including: Beyond their almost universal ap-
pearance, do gestures performed in free space work better than
those input via devices operated in mid-air? Is bimanual in-
teraction more efficient in this context? Is it more tiring?
Do circular, continuous gestures perform better than those
that require clutching (restoring the hand or finger to a more
comfortable posture)? We ground our work on both theoreti-
cal and experimental work on bimanual input [8, 14, 18], the
influence of limb segments on input performance [2, 35],
on types of gestures [25, 33] and on the integral nature, in
terms of perceptual structure, of the pan-zoom task [17].
In particular, we are interested in comparing the following di-
mensions: bimanual vs. unimanual input; device-based vs.
free-hand techniques; degrees of freedom (DOF) and asso-
ciated kinesthetic and haptic feedback; and types of move-
ments: linear gestures vs. circular, clutch-free gestures.

RELATED WORK
This work is at the intersection of many HCI research areas,
including multiscale interfaces, large displays, spatial input
and travel in virtual environments. This section highlights
strongly related or seminal work that guided our designs and
we point to relevant surveys, when available.

Large Displays
Large displays have been the focus of much research and
evaluation over the last ten years. Ni et al. [27] survey hard-
ware configurations, rendering techniques as well as interac-
tion techniques for many different types of large displays.

Overall, the body of empirical work on large displays sug-
gests that users can greatly benefit from their use. It also
shows that the design of interaction techniques has to be
carefully adapted to the characteristics of these displays
and to their context of use. Early studies investigated how
users could benefit from larger displays in different set-
tings. Baudisch et al. [4] found advantages to using a large
focus+context screen over zooming and overviews to ex-
tract information from large documents such as maps and
schematics of circuit boards. Improvements to spatial task
performance were also identified in several complementary
studies [12, 26, 31].

Other works have focused on the size and configuration of
high-resolution tiled displays. Ball et al. [3] found that for
tasks involving pan-zoom, such as navigating to a known
location, searching for specific targets or looking for pat-
terns, users perform better with larger viewport sizes that
require less virtual navigation, promoting physical naviga-
tion instead. Virtual navigation was always performed with
the same device: a gyroscopic mouse. Results from other
recent studies suggest that large displays are also beneficial
for information visualization and analysis tasks thanks to the
larger amount of data that can be displayed [1, 34].

Spatial Input and Mid-air Interaction Techniques
Spatial input has been studied for years in the context of
travel in immersive virtual environments and other 3D user
interfaces based on virtual camera control with techniques
using gloves, bimanual input and leaning, or high degrees of
freedom devices [7, 24, 35]. Hinckley et al. [16] present a
survey of design issues in spatial input, including fatigue,
recalibration, clutching, motion and orientation, unimanual
vs. bimanual interaction. One important issue they raise is
the interdependency of all these aspects, that makes formal
studies challenging, as we will see later.

Several input devices make it possible to point in mid-air
on large displays: commercial devices such as gyroscopic
mice, or soup [5], based on hardware found in a conven-
tional optical mouse wrapped in elastic fabric. ARC-Pad [23]
enables seamless absolute-relative pointing on large displays
through a mobile touchscreen. The VisionWand [10] is a
passive wand whose colored tips are tracked in 3D by two
webcams. The multiple degrees of freedom enable a richer
interaction vocabulary, that includes pan-zoom navigation.

Recent advances in motion tracking and dynamic gesture
recognition technologies now make it possible to investigate
freehand input techniques. Vogel and Balakrishnan [32] pro-
pose three pointing and clicking techniques that work with
bare hands, with emphasis on important design characteris-
tics such as accuracy, performance, but also comfort of use.
Zigelbaum et al. [36] describe a gestural interface based on
Oblong’s g-speak spatial operating environment to navigate
in a collection of videos arranged in a 3D interface through a
set of twenty hand-centric gestures.

Multi-scale Navigation on the Desktop
Pan-zoom navigation techniques have been studied for many
years in the more general context of multiscale interfaces for
the desktop. Cockburn et al. [11] provide a thorough survey
of the many zooming, overview + detail and focus + context
techniques, as well as empirical work that evaluated them.
Of particular interest to us is the work by Guiard et al. on multiscale pointing. Multiscale pointing consists of panning and zooming the view so as to bring the target in view, followed by a cursor pointing action to that target [15]. They performed several empirical studies, showing that multiscale pointing obeys Fitts’ law, and that performance bandwidth is proportional to view size (up to a ceiling that we far exceed on wall-sized displays). They introduced an experimental task adapted from Fitts’ reciprocal pointing task, that we further adapt to take into account potential overshoots in the scale dimension. An earlier paper [6] evaluated pan-zoom performance with uni- and bimanual input, suggesting that performance is enhanced with two hands, as it affords better pan-zoom coordination. Pan-zoom navigation has however not received much attention beyond desktop interfaces, except for the recent work by Malacria et al. on Cyclostar [21], specifically designed for touch-enabled surfaces and discussed in more detail in the next section.

**PANNING AND ZOOMING IN MID-AIR**

A large body of literature is devoted to the design and evaluation of input devices that feature a high number of degrees of freedom (DOF). Available degrees of freedom have a direct impact on the potential for parallelization of actions required to achieve the task. For example, 6DOF input devices can increase the degree of parallelization of docking tasks [35], though studies report limits in terms of human capacity to handle all DOFs simultaneously. Pan and zoom is a 3DOF task: the user controls the view’s position \((x, y)\) and its scale \((s)\). The possible solutions for mapping pan and zoom to three input channels are endless.

The film industry offers interesting and visually attractive scenarios with movies such as *Minority Report* which show users interacting via freehand gestures to navigate in a seemingly fluid and efficient way. The technology to achieve this type of interaction is now available in research laboratories and beyond [36]. However, it remains unclear how freehand gestures actually fare when compared to device-based input techniques that take advantage of the human ability to use physical tools [10] and suffer less from problems commonly associated with spatial input [16], such as precision and fatigue. Years of research in virtual reality have demonstrated that devising efficient navigation techniques for immersive virtual environments is still a challenge.

Our goal is to study families of input techniques that let users pan and zoom from any location in front of very high-resolution, wall-sized displays. We made no a priori assumptions about relevant metaphors or technologies and considered freehand as well as device-based techniques.

An extensive design and testing phase allowed us to limit the number of candidates for the subsequent formal evaluation. For instance, the apparently intuitive solution that consists in using two hands or two fingers to zoom with pinch and stretch gestures was considered but quickly discarded: while these gestures work well on touch-sensitive surfaces such as tabletops, they are much less natural when performed in mid-air. Most importantly, they proved quite inaccurate, and tiring. Another category of techniques that was discarded are those based on first-order-of-control and operated via an elastic or isometric input device. As reported in the literature in the case of pointing, e.g., [9], our pilot tests revealed that techniques based on first-order-of-control allow for fast and comfortable coarse navigation, but perform poorly during the final precise positioning phase, causing numerous overshoots.

We eventually identified a set of twelve candidate techniques. Their design was informed by related empirical studies reported in the literature and refined through prototyping and pilot testing. These techniques can be organized according to three key dimensions forming a design space (Table 1), and introduced in the following sections. In addition to performance (task time and accuracy), we took into account other usability issues, such as fatigue and ease of use.

**Unimanual vs. Bimanual Input**

In their paper on the perceptual structure of multidimensional input, Jacob and Sibert claim that panning and zooming are integrally related: the user does not think of them as separate operations, but rather as a single, integral task like “focus on that area over there” [17]. Buxton and Myers [8] and later Bourgeois and Guiard [6] observed high levels of parallelism for pan-zoom operations, further supporting this argument. The level of parallelism correlates with task performance and is typically well afforded by the use of bimanual input techniques [14, 18]. While we expect bimanual techniques to outperform unimanual ones, we are still interested in comparing their performance, as the latter might still be of interest in more complex, real-world tasks that require input channels for other actions.

**Linear vs. Circular Gestures**

Navigating in the scale dimension (zooming in and out) is a task typically performed through vertical scroll gestures on, e.g., a mouse wheel or a touchpad. The mapping from input to command is natural, but often entails clutching as the course of mouse wheels and touchpads is very limited. An alternative consists in mapping continuous circular gestures to zooming. Clockwise gestures zoom in; counter-clockwise

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**Table 1. Key Dimensions of the Design Space**

<table>
<thead>
<tr>
<th>Factors</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hands</td>
<td>One</td>
<td>• One hand available for other actions</td>
</tr>
<tr>
<td></td>
<td>Two</td>
<td>• Pan and zoom can be performed in parallel • No hand available for other actions</td>
</tr>
<tr>
<td>Gesture</td>
<td>Linear</td>
<td>• Direct, natural mapping to zoom actions</td>
</tr>
<tr>
<td></td>
<td>Circular</td>
<td>• No clutching (continuous gesture) • Less natural mapping to zoom actions</td>
</tr>
<tr>
<td>Degree of Guidance</td>
<td>1D path</td>
<td>• Input guided by strong haptic feedback • Only 1 degree of freedom</td>
</tr>
<tr>
<td></td>
<td>2D surface</td>
<td>• Many degrees of freedom • Mainly involves fingers</td>
</tr>
<tr>
<td></td>
<td>3D free hand</td>
<td>• Many degrees of freedom • No device • No haptic feedback • Mainly involves whole hand and arms</td>
</tr>
</tbody>
</table>
gestures zoom out. Despite the less natural mapping from input to commands, such continuous, clutch-free gestures have been successfully applied to vertical scrolling in documents [25, 33], and to pan and zoom on large, touch-sensitive surfaces in CycloStar [21]. Circular gestures potentially benefit from an automatic Vernier effect [13]: as zooming is mapped to angular movements, the larger the circular gesture’s radius, the greater the distance that has to be covered to make a full circle, and consequently the more precise the input.

**DESIGN CHOICES**

**Panning.** For all techniques, controlling the cursor’s position is achieved naturally by ray-casting from the dominant hand to the wall display (dashed arrows in Figure 2). As mentioned earlier, first order of control was discarded for both pan and zoom operations. Panning is achieved by dragging, as in applications such as Adobe Illustrator™ or Google Maps™ with their typical hand-shaped cursor.

**Zooming.** As in desktop applications such as Google Maps or NASA’s WorldWind, linear techniques zoom in by moving forward towards the display and zoom out by moving backwards; circular techniques zoom in by turning clockwise and zoom out by turning counter-clockwise (solid arrows in Figure 2). Pointing plays an important role when zooming, as it specifies the focus of expansion (zoom in)/contraction (zoom out). Letting users specify this focus point is very important on displays of that physical size, as they will typically not be standing right in the center. A focus of expansion implicitly located at the center of the screen would make zooming operations tedious and hard to control as every zoom operation would require multiple panning actions to compensate drifts induced by the offset focus.

**Bi-manual interaction.** All bimanual techniques (Figure 2, bottom row) are grounded in Guiard’s study of asymmetric division of labor in bimanual actions that led to the Kinematic chain model [14]. Following the observation that motion of the dominant hand typically finds its spatial reference in the results of motion of the non-dominant-hand, we assign...
pointing and panning to the dominant hand, while the non-
dominant hand controls zoom, as is typically the case for
bimanual pan-zoom techniques on the desktop [6, 8].

**Input Gestures via a Device**

The main limb segments involved in the input of gestures
via a device are the fingers and, to a lesser extent, the fore-
arm (for the dominant hand). This group of techniques is
illustrated in Figure 2, columns 1D path and 2D surface.

Column 1D path illustrates techniques that provide a high
degree of guidance for executing the zooming gestures. The
first row corresponds to one handed techniques: the device is
operated by the dominant hand, which also controls pointing
via ray-casting. The second row corresponds to two handed
types: the dominant hand controls pointing via ray-
casting, while the non-dominant hand controls zoom using
the device. linear gestures can be input using, e.g., a wire-
less handheld mouse featuring a scroll wheel; circular ges-
tures using, e.g., any type of handheld knob. Depressing a
button on the device activates drag mode for panning.

Column 2D surface illustrates techniques that use a touch-
sensitive surface for input, providing a lesser degree of guid-
ance. The surface is divided horizontally in two areas. Users
zoom in the upper area either by moving the thumb up and
down (linear case), or by drawing approximate circles (cir-
cular case). Touching the lower area activates drag mode
for panning. Users just rely on proprioceptive information
to switch between both areas and do not have to look at the
device. These techniques can be implemented with a touch-
sensitive handheld device such as a PDA or smartphone.

1D path techniques employing circular gestures will pro-
vide more guidance, but will not benefit from the earlier-
mentioned Vernier effect, as input is constrained to one spe-
cific trajectory. However, the range of amplitudes that can
be covered with the thumb is limited [30]. This should min-
imize the trade-off between 1D path and 2D surface in that
respect. For 2D surface techniques, rubbing gestures [28]
were considered to avoid clutching when performing linear
gestures, but were found to be impractical when performed
with the thumb on a handheld touch-sensitive surface. As
a technique designed specifically for thumb input, we were
also interested in MicroRolls [30]. However, these were
originally designed for discrete input. Cardinal MicroRolls
would have had to be mapped to first order of control, which
we discarded as discussed earlier, and circular MicroRolls
are not precise enough for zoom control.

**Input Gestures in Free Space**

The main limb segments involved in performing gestures in
free space are the wrist, forearm and upper arm. This group
of techniques is illustrated in Figure 2, column 3D free.

The first row illustrates one handed techniques using either
linear or circular gestures. The technique using circular
gestures is actually very close to the CycloStar zooming ges-
ture, but performed in mid-air, without touching any surface.
Users perform circular gestures with the dominant hand and
forearm oriented toward the display. As in CycloStar, the
focus of expansion is the centroid of the round shape cor-
responding to the cursor’s circular path, here projected on
the display surface (dotted arrow in Figure 2-e). The tech-
nique using linear gestures consists in pushing the dominant
hand forward to zoom in, as if reaching for something, with
the palm towards the target. Turning the hand and pulling
backward (away from the display) zooms out. Users point
orthogonally to the palm of the same hand (blue arrows in
Figure 2-e, left side), with the arm slightly tilted for greater
comfort. The second row illustrates two handed techniques
(Figure 2-f). The linear zooming gestures are similar to the
ones above, but are performed with the non-dominant hand,
the dominant hand still being used for pointing and spec-
ifying the focus of expansion. In the circular case, users
adopt a potentially less tiring posture, pointing at the floor
with their non-dominant hand and making circular move-
ments. All other postures and movements being ignored by
the system for the non-dominant hand, the user can easily
catch. Several options can be considered for engaging drag
mode: specific hand postures such as pinching, or using a
small wireless actuator (e.g., a button).

**EXPERIMENT**

We conducted an experiment using a [2×2×3] within-
subjects design with three primary factors: handedness ∈
\{OneHanded, TwoHanded\}, gesture ∈ \{Circular, Linear\}, and
guidance ∈ \{1DPath, 2DSurface, 3DFree\} to evaluate the 12
unique interaction techniques described above. We con-
trolled for potential distance effects by introducing the
distance between two consecutive targets as a secondary
within-subjects factor. We systematically varied these fac-
tors in the context of a multiscale navigation task within a
wall-sized display environment.

Measures include performance time and number of over-
shoots, treated as errors. Overshoots occur when participants
zooms beyond the target zoom level, and indicate situations
in which the participant has less precision of control over the
level of zoom. For instance, from an overview of Canada,
zooming down to street level in Google Maps when what the
user actually wanted was to get an overview of Vancouver.

**Hypotheses**

Based on the research literature and our own experience with
the above techniques, we made the following 7 hypotheses.

**Handedness:** prior work [6, 8, 15, 18] suggests that two-
handed gestures will be faster than one-handed gestures \(H1\)
because panning and zooming are complementary actions,
integrated into a single task \[17\]. Two-handed gestures
should also be more accurate and easier to use \(H2\).

**Gesture:** Linear gestures should map better to the zoom-
ing component of the task, but should eventually be slower
because of clutching, the limited action space compared to
zoom range requiring participants to repeatedly reposition
their hand/finger \(H3\). Prior work \[25, 33\] suggests that
users will prefer clutch-free circular gestures \(H4\).

**Device vs. Free Space:** Zhai et al. \[35\] suggest that tech-
niques using the smaller muscle groups of fingers should be
more efficient than those using upper limb segments. Balakrishnan et al. [2] moderate this observation with findings suggesting that the fingers are not performing better than forearm or wrist for a reciprocal pointing task. Nevertheless, they acknowledge that differences exist in the motor system’s ability to control the different limb segments. Based on the gestures to be performed and taking into account the physical size and mass of the segments involved, we predicted that techniques using fingers (1DPath and 2DSurface conditions), should be faster than those requiring larger muscle groups (hands and arms, 3DFree conditions) (H5).

We also predicted that 1DPath gestures would be faster, with fewer overshoots than techniques with lesser haptic feedback, i.e., 2DSurface and 3DFree (H6). Finally, we predicted that 3DFree gestures would be more tiring (H7).

Participants
We recruited 12 participants (1 female), ranging in age from 20 to 30 years old (average 24.75, median = 25). All are right-handed daily computer users. None are color-blind.

Apparatus

Hardware. The display wall (Fig. 1 and 3) consists of 32 high-resolution 30” LCDs laid out in an 8 x 4 matrix, 5.5 meters wide and 1.8 meters high. It can display 20480 x 6400 pixels. A cluster of 16 computers, each with two high-end nVidia 8800GT graphics cards, communicate via a dedicated high-speed network through a front-end computer. Our goal is to identify the performance characteristics of each technique from the user’s perspective. It is thus essential that each technique operates equally well from a purely technological perspective. We use a VICON motion-capture system to track passive IR retroreflective markers and provide 3D object coordinates with sub-millimeter accuracy at 200Hz (although gesture recognition technologies are constantly improving, such a system is still necessary to get reliable and precise 3D position/orientation information). The Linear 1DPath condition uses the wheel of a wireless Logitech M305 mouse (Fig. 2-a,b). The Circular 1DPath condition uses a wireless Samsung SM30P pointing device, normally used for presentations (Fig. 2-a,b). All 2DSurface conditions use an iPod Touch. So as to avoid failures from gesture segmentation algorithms that would impact task performance in an uncontrolled manner, we use an explicit mode switch to unambiguously engage drag mode (panning). As mentioned earlier, we use the device’s main button for 1DPath conditions, and the lower area of the touch-sensitive surface for 2DSurface conditions. While in real-world applications we would use specific hand postures such as pinching in 3DFree conditions, for the sake of robustness we use a wireless mouse button whose activation is seamlessly integrated with the gesture.

Software. The experiment was written in Java 1.5 running on Mac OS X and was implemented with the open source ZVTM toolkit [29] (http://zvtm.sf.net) modified to run on clusters of computers driving display walls. Touchstone [20] was used to manage the experiment.

Pan-Zoom Task
The task is a variation of Guiard et al.’s multiscale pointing task [15], adapted to take overshoots into account. Participants navigate through an abstract information space made of two groups of concentric circles: the start group and the target group. Each group consists of seven series of 10 concentric circles symbolizing different zoom levels, each designated by a different color (Fig. 4.2). The target group features two additional green circles (dashed in Fig. 4.4) and a disc, referred to as C1, C2 and C3 from smallest to largest.

Participants start at a high zoom level in the start group (Fig. 4.1). They zoom out until the neighboring target group appears (Fig. 4.2). It may appear either on the left or right side of the start group. Then they pan and zoom into the target group until they reach the correct zoom level and the target is correctly centered. A stationary gray ring symbolizes the correct zoom level and position (Fig. 4-1(4)). Its radii are r1 = 4400 and r2 = 12480 pixels. All three criteria must be met for the trial to end: A) C1 is fully contained within the stationary ring’s hole (radius = r1), B) radius(C2) < r2, C) radius(C3) > r2. Overshoots occur when the zoom level is higher than the maximum level required to meet criteria B and C, in which case participants have to zoom out again (C1 becomes white instead of green in that situation). When all conditions are met, the message TARGET HIT appears and the thickness of C2 and C3 is increased (Fig. 4.4). The trial
ends when the position and zoom level have stabilized for at least 1.2 seconds (all trials must be successfully completed).

**Procedure**

The experiment presents each subject with six replications of each of the 12 techniques at three DISTANCES. The experiment is organized into four sessions that each present three techniques: One combination of the GESTURE and HANDEDNESS factors and all three degrees of GUIDANCE. Each session lasts between 30 and 90 minutes, depending on techniques and participant. Participants are required to wait at least one hour between two consecutive sessions, and to complete the whole experiment within four days or fewer, with a maximum of two sessions per day to avoid too much fatigue and boredom. Participants stand 1.7m from the wall and are asked to find a comfortable position so they can perform gestures quickly, but in a relaxed way.

**Practice Condition:** Participants are given a brief introduction at the beginning of the first session. Each technique begins with a practice condition, with trials at three different DISTANCES: (49 920, 798 720 and 12 779 520 pixels). Measures for the experimental condition start as soon as 1) participants feel comfortable and 2) task performance time variation for the last four trials is less than 30% of the task time average in that window.

**Experimental Condition:** Each technique is presented in a block of 18 trials consisting of 6 replications at each DISTANCE. Trials, blocks and sessions are fully counter-balanced within and across subjects, using a Latin square design.

**Measures:** We measure movement time MT and number of overshoots for each of 2592 trials: 2 GESTURE × 2 HANDEDNESS × 3 GUIDANCE × 3 DISTANCE × 12 participants × 6 replications. Participants also answer questions, based on a 5-point Likert scale, about their perceived performance, accuracy, ease of learning, ease of use, and fatigue. They rank the techniques with respect to the GUIDANCE factor after each session. When they have been exposed to both conditions of HANDEDNESS or GESTURE, they rank those as well. After the last session, they rank the techniques individually and by factor. Participants are encouraged to make additional observations and comments about any of the above.

**Results and Discussion: Movement Time**

Prior to our analysis, we checked the performance for unwanted effects from secondary factors. We checked for individual performance differences across subjects and found that, for all 12 participants, movement time and number of overshoots were perfectly correlated with the overall performance measures. As expected, movement time data are skewed positively; replications of unique experimental conditions are thus handled by taking the median (note that taking the mean yields similar results). In all remaining analysis, we handled participant as a random variable, using the standard repeated measures REML technique. We found no significant fatigue effect although we did find a significant learning effect across sessions. Participants performed about 1.8 slow more slowly in the first session and then became slightly faster over the next three sessions. However, we found no significant interaction between session orders and main factors. As the factors were counter-balanced, this created no adverse effects in the analysis.

Table 2 details results of the full factorial ANOVA for MT. Unsurprisingly, performance data strongly support (H1): all other conditions being equal, two-handed techniques are consistently faster than one-handed techniques. An interesting observation is that using two hands is more advantageous when the degree of guidance for achieving gestures is low.

GUIDANCE has a significant effect on MT (Figure 5-b). A post-hoc Tukey test shows that TwoHanded gestures are significantly faster than OneHanded gestures (avg. 9690 ms vs. 11869 ms). We found a significant interaction effect of HANDS × GUIDANCE (Figure 5-a). The interaction does not change the significance of the post-hoc test, but indicates that the magnitude of the difference is greater for 3DFree than for 2DSurface and greater for 2DSurface than for 1DPath techniques.

Both hypotheses (H5) and (H6) are supported: involving smaller muscle groups improves performance; providing higher guidance further contributes to this. However, this effect is less pronounced in TwoHanded conditions. This confirms the previous observation that a higher degree of guidance is especially useful when a single hand is involved.

GESTURE also has a significant effect on MT. A post-hoc Tukey test shows that Linear movements (avg. 9384 ms) performed significantly faster than Circular gestures (12175 ms). However, we have a strong significant interaction of GESTURE ×

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Table 2. Results of the full factorial ANOVA for MT.

<table>
<thead>
<tr>
<th>Factor</th>
<th>DF, DDFden</th>
<th>F Ratio</th>
<th>p</th>
</tr>
</thead>
<tbody>
<tr>
<td>HANDS</td>
<td>1, 11</td>
<td>24.65</td>
<td>0.0004 *</td>
</tr>
<tr>
<td>GESTURE</td>
<td>1, 11</td>
<td>42.87</td>
<td>&lt; 0.0001 *</td>
</tr>
<tr>
<td>GUIDANCE</td>
<td>2, 22</td>
<td>58.80</td>
<td>&lt; 0.0001 *</td>
</tr>
<tr>
<td>DIST</td>
<td>2, 22</td>
<td>228.8</td>
<td>&lt; 0.0001 *</td>
</tr>
<tr>
<td>HANDS × GESTURE</td>
<td>1, 11</td>
<td>2.060</td>
<td>0.1790</td>
</tr>
<tr>
<td>HANDS × GUIDANCE</td>
<td>2, 22</td>
<td>4.914</td>
<td>0.0172 *</td>
</tr>
<tr>
<td>GUIDANCE × GESTURE</td>
<td>2, 22</td>
<td>10.38</td>
<td>0.0007 *</td>
</tr>
<tr>
<td>GUIDANCE × DIST</td>
<td>2, 22</td>
<td>17.27</td>
<td>&lt; 0.0001 *</td>
</tr>
<tr>
<td>HANDS × DIST</td>
<td>2, 22</td>
<td>11.57</td>
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</tr>
<tr>
<td>GUIDANCE × DIST</td>
<td>2, 22</td>
<td>3.826</td>
<td>0.0094 *</td>
</tr>
<tr>
<td>HANDS × GESTURE × GUIDANCE</td>
<td>2, 22</td>
<td>1.127</td>
<td>0.3420</td>
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<tr>
<td>HANDS × GESTURE × DIST</td>
<td>2, 22</td>
<td>0.790</td>
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<tr>
<td>HANDS × GUIDANCE × DIST</td>
<td>4, 44</td>
<td>0.650</td>
<td>0.6301</td>
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<tr>
<td>GUIDANCE × GESTURE × DIST</td>
<td>4, 44</td>
<td>3.750</td>
<td>0.0104 *</td>
</tr>
<tr>
<td>HANDS × GUIDANCE × DIST</td>
<td>4, 44</td>
<td>1.049</td>
<td>0.3929</td>
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</table>

*Error bars in all the figures represent the 95% confidence limit of the mean of the medians per participants (±StdErr × 1.96).
According to Figure 5-c, a post-hoc Tukey test demonstrates that (i) for Circular gestures, 1DPath guidance is faster than both 2DSurface and 3DFree, with no significant difference between 2DSurface and 3DFree; (ii) for Linear gestures, there is no significant difference between 1DPath and 2DSurface, but a significant difference between 2DSurface and 3DFree; (iii) for 1DPath guidance, there is no significant difference between Circular and Linear gestures, but there is a significant difference between Circular and Linear for 2DSurface and 3DFree guidance.

Circular gestures are generally faster than Circular ones. H3, that claimed that Linear gestures should be slower because of clenching, is not supported. Performance differences between gesture types are however affected by the degree of guidance: Circular gestures with 1DPath guidance (e.g., a knob) are comparable to Linear gestures with low guidance. We tentatively explain the lower performance of Circular gestures with 2DSurface guidance by the difficulty of performing circular gestures with the thumb [30], also observed here.

Another interesting observation is that our analogue of CycloStar in mid-air (Circular gestures with 3DFree guidance) performs poorly. It seems that the lack of a surface to guide the gesture significantly degrades this technique’s usability. Another factor contributing to its poor performance in our study is likely related to overshots, as discussed below.

As expected, distance to target (Dist) has a significant effect on MT. A post-hoc Tukey test shows that MT increases significantly with distance. There are several significant interactions between Dist and the main factors (Fig. 6), but none of these change the relative performance ordering for the main factors. These interactions are due to a change in the magnitude of the difference across conditions, confirming that the choice of an efficient technique is of increasing importance as the task becomes harder.

Results and Discussion: Overshoots
As detailed earlier in the description of task design, overshots correspond to zooming beyond the target zoom level and are treated as errors. We consider the model Overshoots ~ HANDS × GUIDANCE × GESTURE × DIST × Rand(Participant).

We observe significant simple effects on Overshoots for GESTURE (F2,11 = 21.04, p = 0.0008) and GUIDANCE (F2,22 = 53.80, p < 0.0001), and one significant interaction effect for GESTURE × GUIDANCE (F2,22 = 8.65, p = 0.0017). Circular gestures exhibit more overshoots than Linear gestures (1.65 vs. 2.71). 2DSurface gestures exhibit more overshoots than 1DPath and 3DFree gestures (3.75 for 2DSurface vs. 1.52 for 1DPath, and 1.26 for 3DFree). There is a significant difference between Linear and Circular gestures for 2DSurface and 3DFree, but not 1DPath. Moreover, overshoots exhibit the same interaction effect for 2DSurface gestures: Circular 2DSurface result in significantly more overshoots than Linear 2DSurface (4.68 vs. 2.82).

The observed higher number of overshoots for Circular techniques helps explain the generally lower MT performance measured for this type of gestures. The best-fitting ellipse algorithm involved in the recognition of Circular gestures has an inherently higher cost of recovery, introducing a delay when reversing course. The poor performance of our analogue of CycloStar is at least partially due to this, knowing that there was a major difference between the zooming experiment reported in [21] and the present one: we included overshoots in our task design, whereas the CycloStar experiment apparently did not (there is no report of such a measure in task design or results analysis), thus ignoring this issue.

Results and Discussion: Qualitative Results
Qualitative data confirms our results. Participants generally preferred TwoHanded to OneHanded techniques (8/12) and Linear to Circular gestures (10/12). Subjective preferences about degree of guidance were mixed, with 4 participants preferring the high degree of guidance provided by 1DPath techniques, only 1 for both of 2DSurface and 3DFree techniques, and all others expressing no particular preferences. Looking at the details of answers to our 5-point Likert scale questions about perceived speed, accuracy, ease of use and fatigue, significant results (p < 0.002) were obtained only for degree of GUIDANCE, with 1DPath being consistently rated higher than 2DSurface and 3DFree; and for HANDS, TwoHanded techniques being considered less tiring than OneHanded techniques (p < 0.03).
Comments from participants suggest that in the OneHanded condition, zoom gestures interfere with pointing as they introduce additional hand jitter and consequently lower accuracy. Some participants also commented that pointing and zooming were confounded in the OneHanded Conditions, making the techniques difficult to use (H2). However, two participants strongly preferred one-handed gestures, arguing that they were less complex and less tiring. They assumed their performance was better (even though it was not), probably because they experienced more overshoots in the two-handed condition, which may have led to their conclusions. One of them mentioned that for the one-handed condition there was "no need for coordination"; techniques were "more relaxed" and made it "easier to pan and zoom".

Linear gestures were preferred to Circular ones, participants commenting that circular gestures were difficult to perform without guidance, that circular gestures for zooming interfered with linear gestures for panning, and that circular gestures were hard to map to zoom factor. All but one participant preferred linear gestures overall although one commented that he liked "the continuity of circular gestures". Others commented that "making good circles without a guide is hard" and did not like having to turn their hands. These findings contradict our hypothesis that users would prefer clutch-free circular gestures (H4). This hypothesis was based on observations made for techniques operated on a desktop, not in mid-air, and involved different limb segments. In many of our conditions, the gestures had to be performed with the thumb, and were thus more complex to achieve than when using, e.g., the index finger in conjunction with hand or forearm movements. Several participants commented on this interaction effect: "[It is] too hard to do circle gestures without a guide", "Linear movements are easier on the iPod" and "Is it impossible to do circular movements on a surface, maybe with some oil?".

Finally, as hypothesized (H7), participants found 1DPath guidance least tiring while 3DFree caused the most fatigue.

### Results and Discussion: Individual Techniques

The analysis of variance for the model $MT \sim \text{Hands} \times \text{Guidance} \times \text{Gesture} \times \text{Dist} \times \text{Rand(Participant)}$ does not show a significant triple interaction between the three main factors (Table 2). Formally, we cannot say more than the above about the ranking of the twelve techniques. However, based on the results about $MT$ above, we can observe four distinct groups of techniques, shown in Table 3. As a side note, if we consider the model $MT \sim \text{Group} \times \text{Rand(Participant)}$, the ANOVA shows a significant effect of Group ($F_{3,33} = 65.35$, $p < 0.0001$) and a post-hoc Tukey test shows a significant difference between each groups.

**Gr1** contains the two fastest techniques with similar $MT$: TwoHanded, Linear gestures with either 2DSurface or 1DPath degrees of guidance. Optimal performance in terms of movement time implies the use of two hands and a device to guide gestural input.

**Gr2** contains the four techniques that come next and also have close $MT$: the OneHanded version of the two fastest techniques, the TwoHanded Circular 1DPath and the TwoHanded Linear 3DFree techniques. Techniques in this group are of interest as they exhibit a relatively good level of performance while broadening possible choices for interaction designers. For instance, the unimanual techniques in this group make one hand available to perform other actions. The 3DFree technique is also of interest as it does not require the user to hold any equipment and is generally appealing to users.

**Gr3** contains techniques that again have very close $MT$ but about 2.3s slower than the techniques of Gr2. This group consists of OneHanded Circular 1DPath, TwoHanded Circular 2DSurface and 3DFree, and OneHanded Linear 3DFree. Techniques in this group are of lesser interest, except maybe for the OneHanded Linear 3DFree technique, which is the fastest unimanual technique using gestures performed in free space.

**Gr4** contains the 2 techniques performing worst, OneHanded Circular 2DSurface and 3DFree. These are significantly slower than all others, about 3s slower than the techniques of Gr3 and about 6s slower than the techniques of Gr1. Our data suggest that these techniques should be rejected.

### SUMMARY AND FUTURE WORK

We studied different families of location-independent, mid-air input techniques for pan-zoom navigation on wall-sized displays. After an extensive exploratory design phase, we identified the following key factors for the design of such techniques: handedness (uni- vs. bimanual input), gesture type (linear or circular), and level of guidance (movements restricted to a 1D path, a 2D surface or free movements in 3D space). We systematically evaluated each combination of these factors through a controlled experiment in which participants performed pan-and-zoom navigation in an abstract, very large multiscale environment, with distances up to 12 million pixels.

Experimental results identify several successful mid-air input techniques that can be used to navigate efficiently in very large datasets on wall-sized displays. In addition to identifying groups of alternative techniques based on performance, but each with specific characteristics, the experiment also suggests clear results with respect to the factors that constitute our design space. For example, despite their inherent and almost universal appeal, gestures performed in free space prove to be generally less efficient and more prone to
fatigue than device-based input techniques. Adding gui-
dance to input gestures increases, rather than decreases, ac-
curacy. In accordance with the research literature, bimanual
input techniques perform very well. Unimanual techniques
perform honorably, and may still be considered in contexts of
use where, for example, tools must be held in one hand to
perform a domain/task specific action. A more surprising re-
sult is the generally higher efficiency of linear gestures when
compared to circular, clutch-free gestures.

As future work, we plan to investigate how these pan-zoom
techniques combine with other interaction techniques. In-
deed, in real-world applications, users must also handle text
entry, menu selection, copy and paste, drag and drop, and
other activities. This implies trade-offs among techniques: a
 technique with optimal performance in this experiment may
prove less easy to integrate with other techniques because of
its requirements in terms of handedness or type of device.

We have started to explore these questions in the context of
real-world activities involving scientists visualizing and ma-
ipulating extremely large sets of multi-scale data.

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