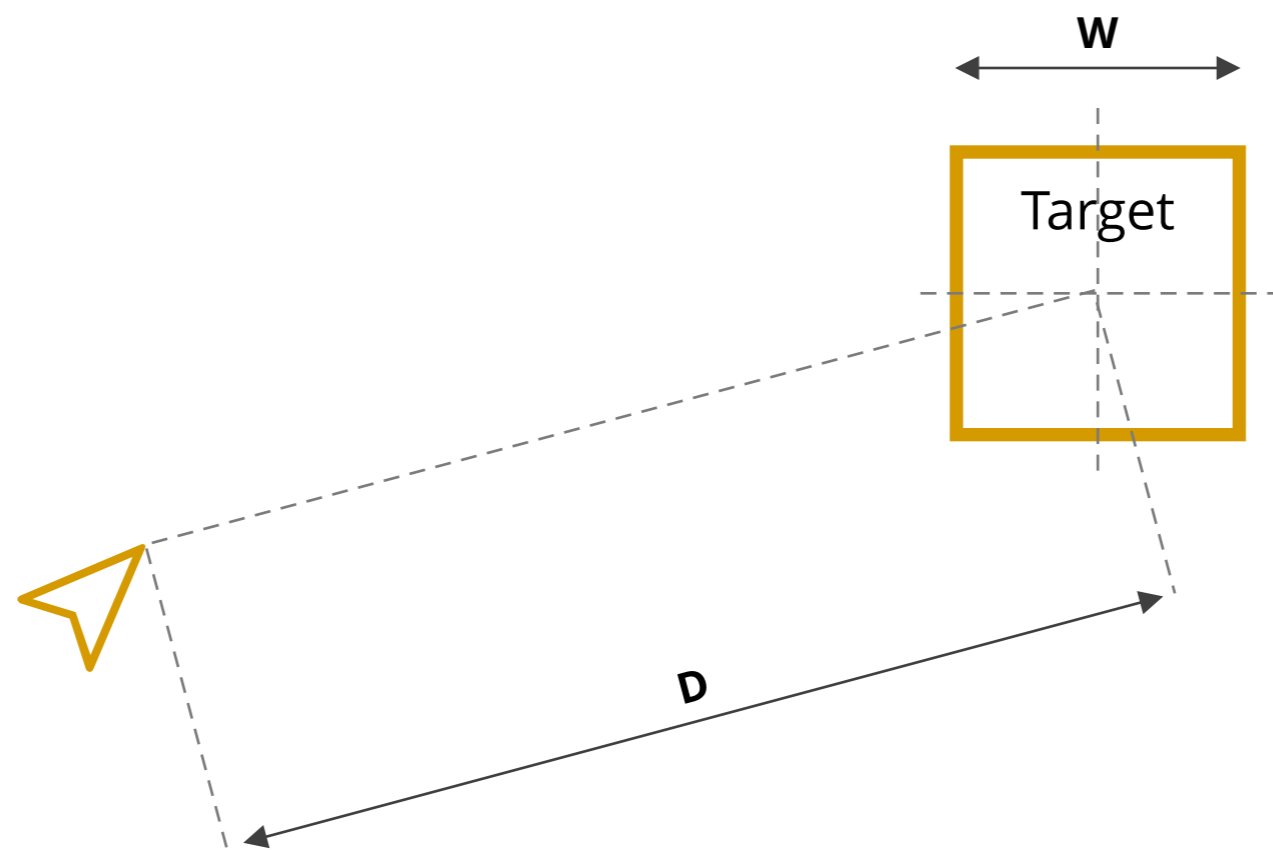


The time required to acquire a target area is a function of the ratio between the distance to and size of the target.



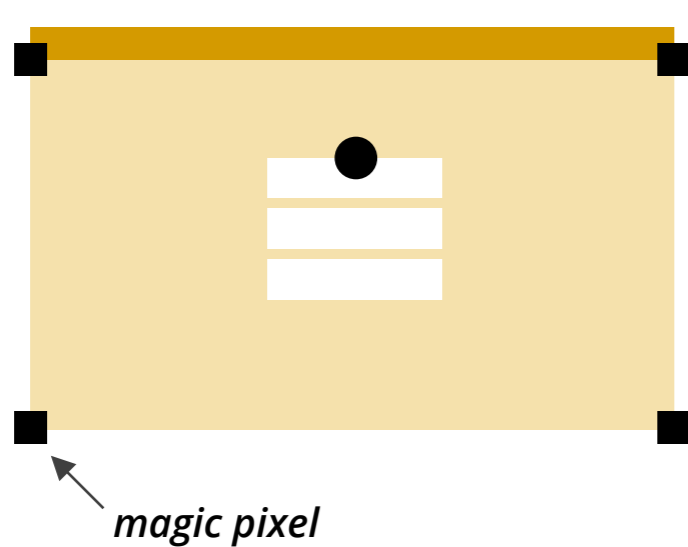
How does it apply to User Interface design?



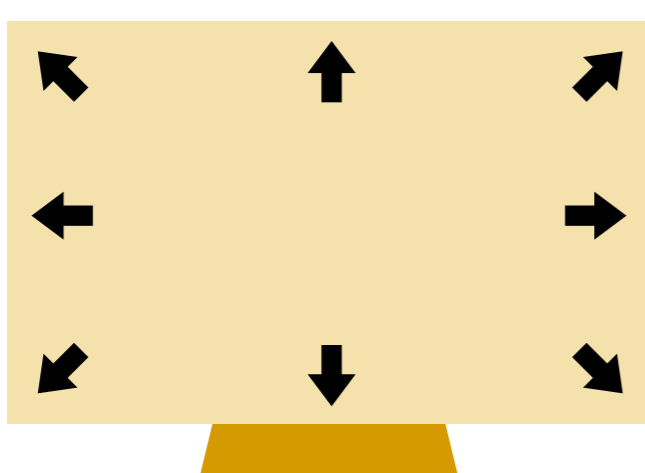
Interactive elements should be distinguished from non-interactive elements by size and look.



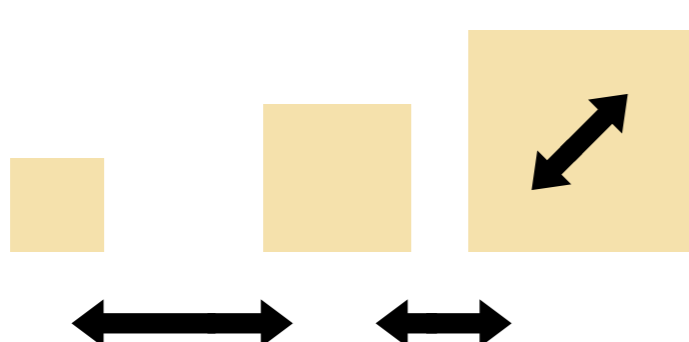
Sometimes a designer can predict where is the **prime pixel** (the point from which the user will continue interaction). Position more important and related UI elements closer to this pixel.



Magic pixels are the furthest areas from the prime pixel. Avoid placing anything important into these areas.



The outer edges and corners of the UI can be reached with greater speed than anywhere else in the display, due to pinning action of the screen.



UI element is easier to select if its size is increased or the distance to it is decreased.