

# Zooming interfaces

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# GUIs

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- based on views
- button, tabs allow going to another view
- sometimes difficult to go back
- difficult to remember where information or an option was previously found

# Maze

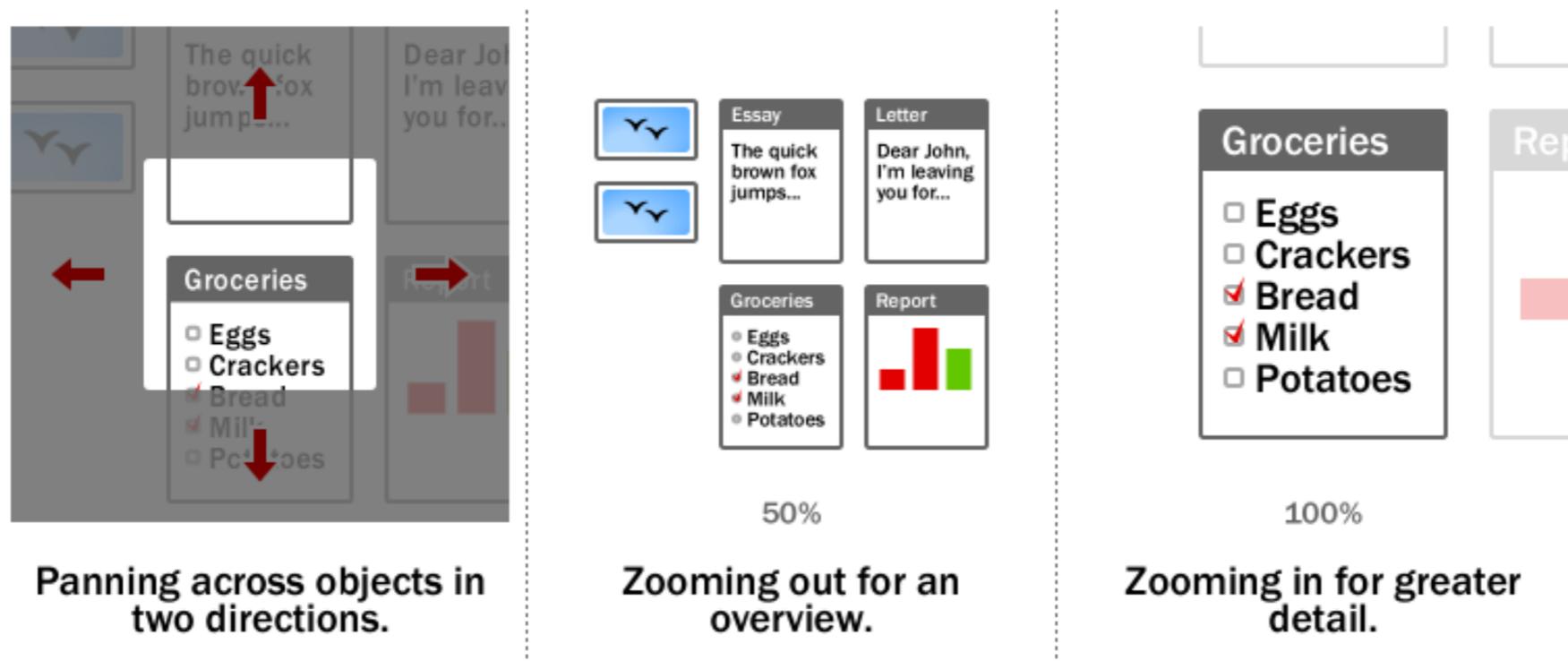
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- difficult to exit
- unless you fly over it
- difficult to remember long sequences of turns



# Zooming user interface

- infinite plane with infinite resolution
- user can pan (fly over the plane)
- user can zoom-out (climb) or zoom-in (dive in)
- user can change the scale of the viewing area



# ZUI

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- user tend to remember landmarks and relative positions
- associations based on proximity
- hierarchical relationship based on zooming
- user can organize objects as he/she wants

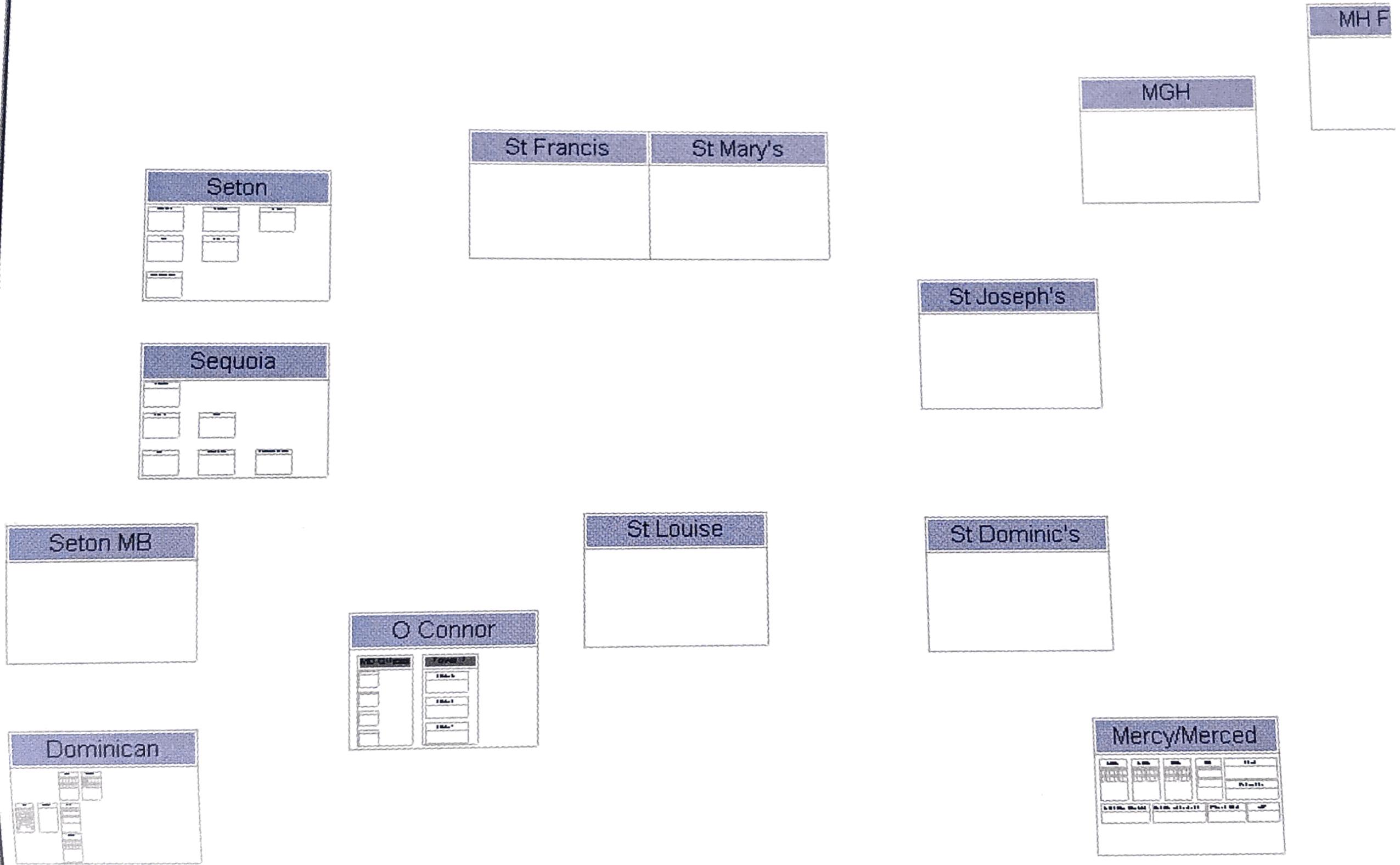
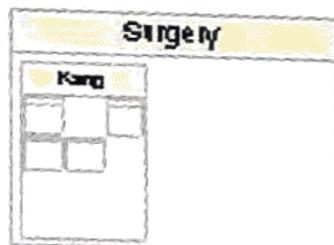
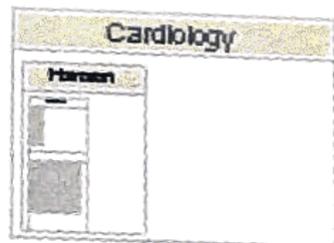


Figure 6.6. The entire enterprise can be accessed from this level.

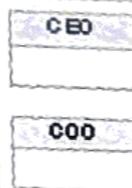
# O'Connor

## MD Offices

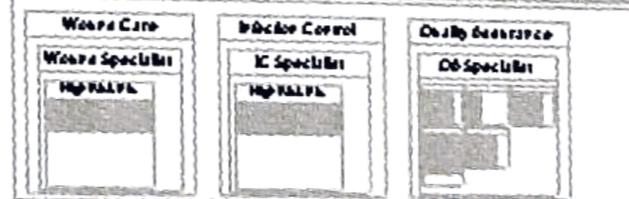


## Tower 1

### Floor 3



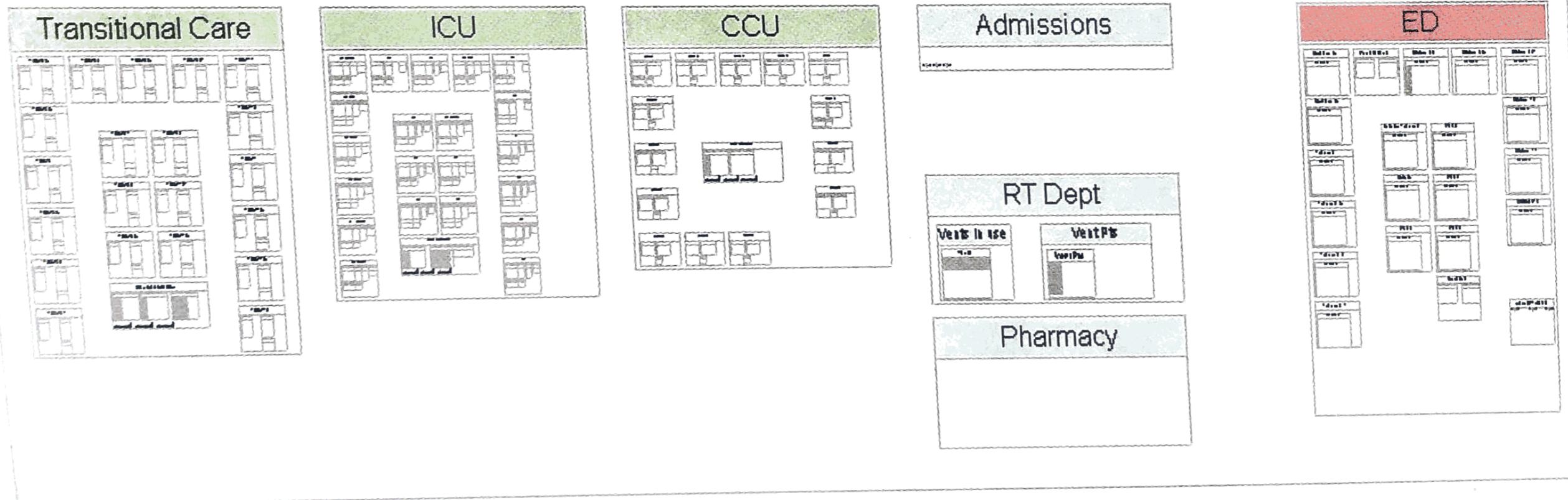
### Floor 2



### Floor 1



# Floor 1



# ICU



# 132 Davis

Flowsheet



Systems



Lines



Neuro



RT Flowsheet



All Labs

