

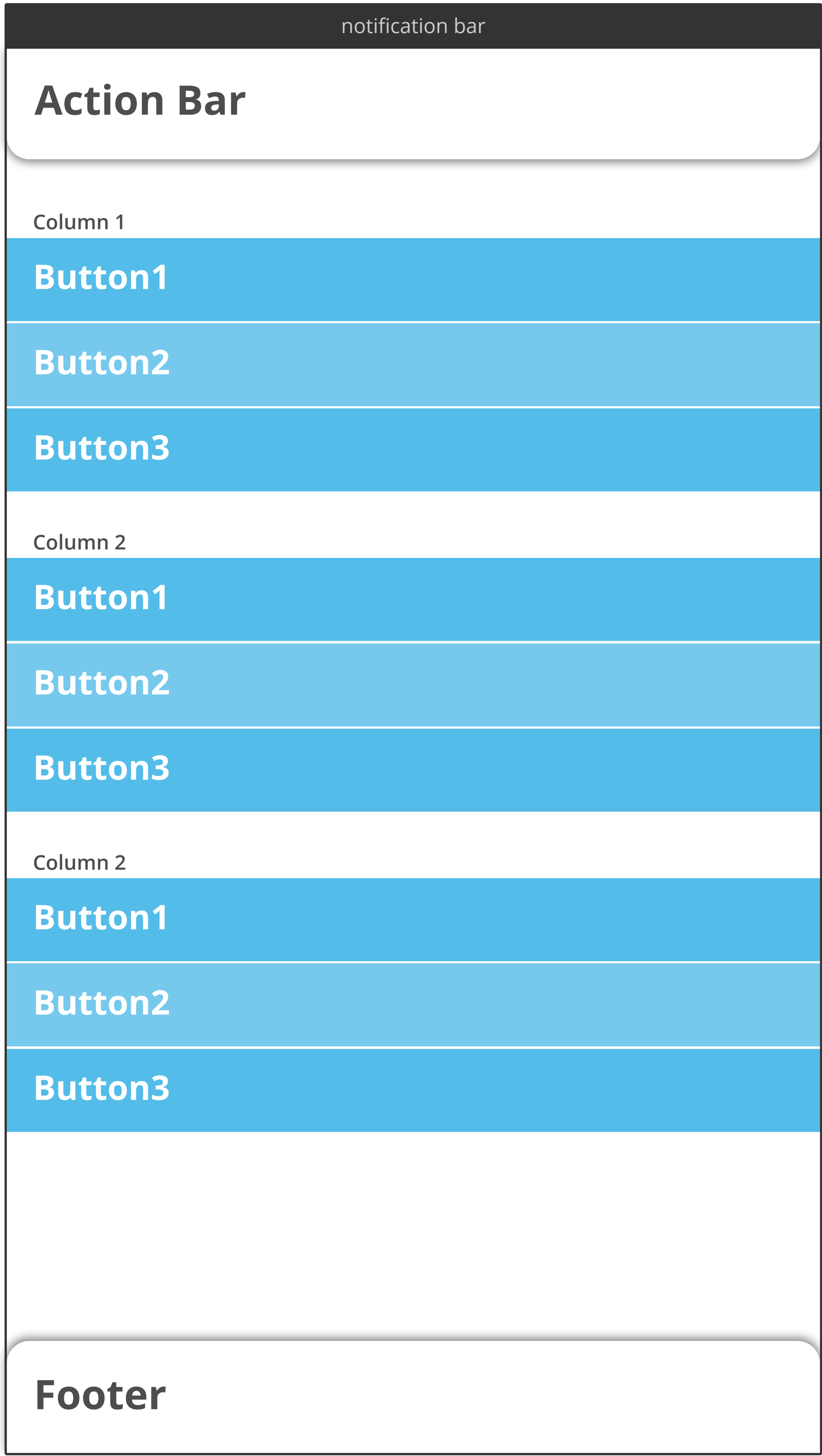
Adaptive UI Concepts

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1. **Thumb** Range
2. **Usage** Frequency
3. **Auto-rotate** Holding

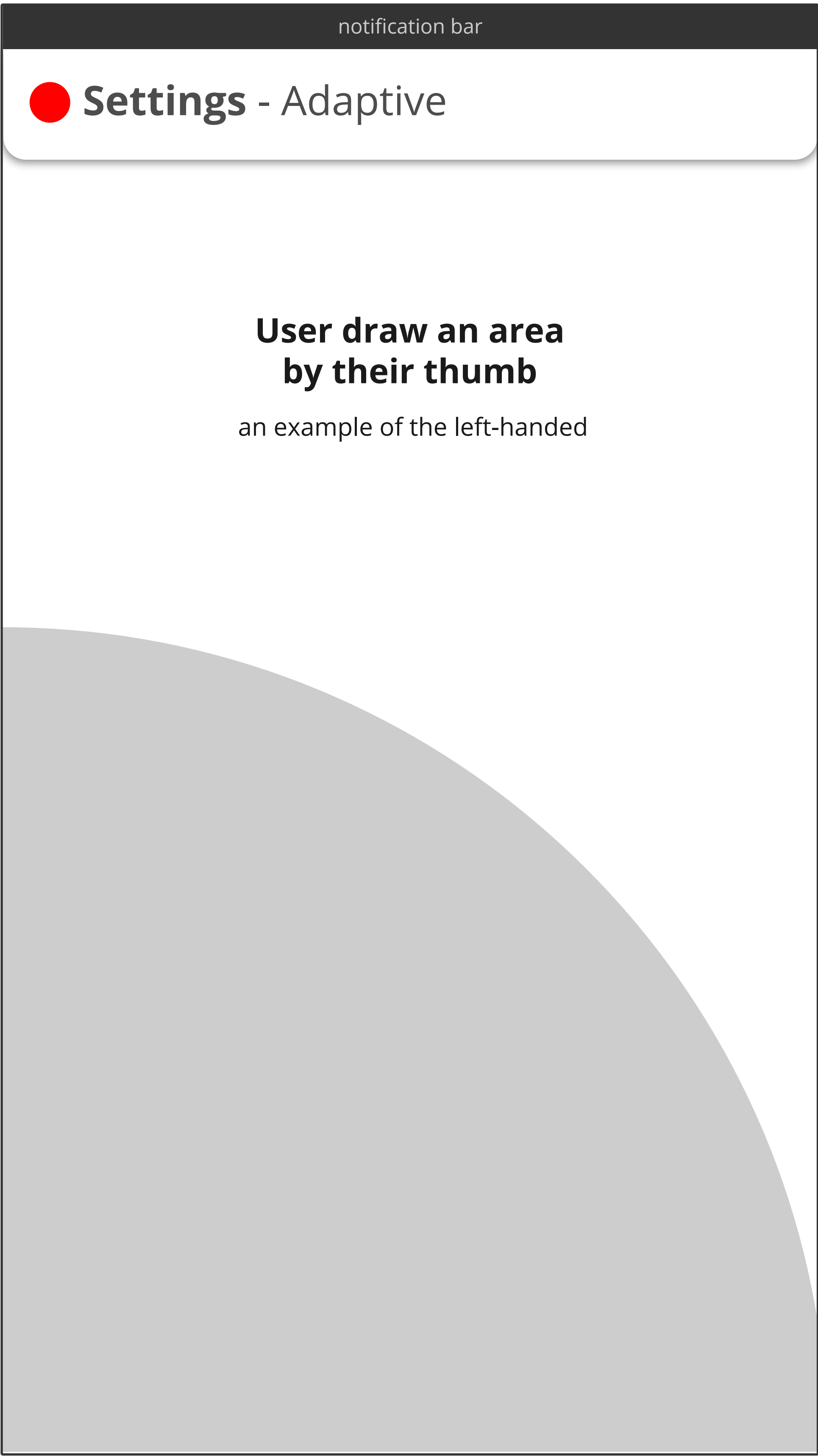
Adaptive UI Concepts

Thumb Range



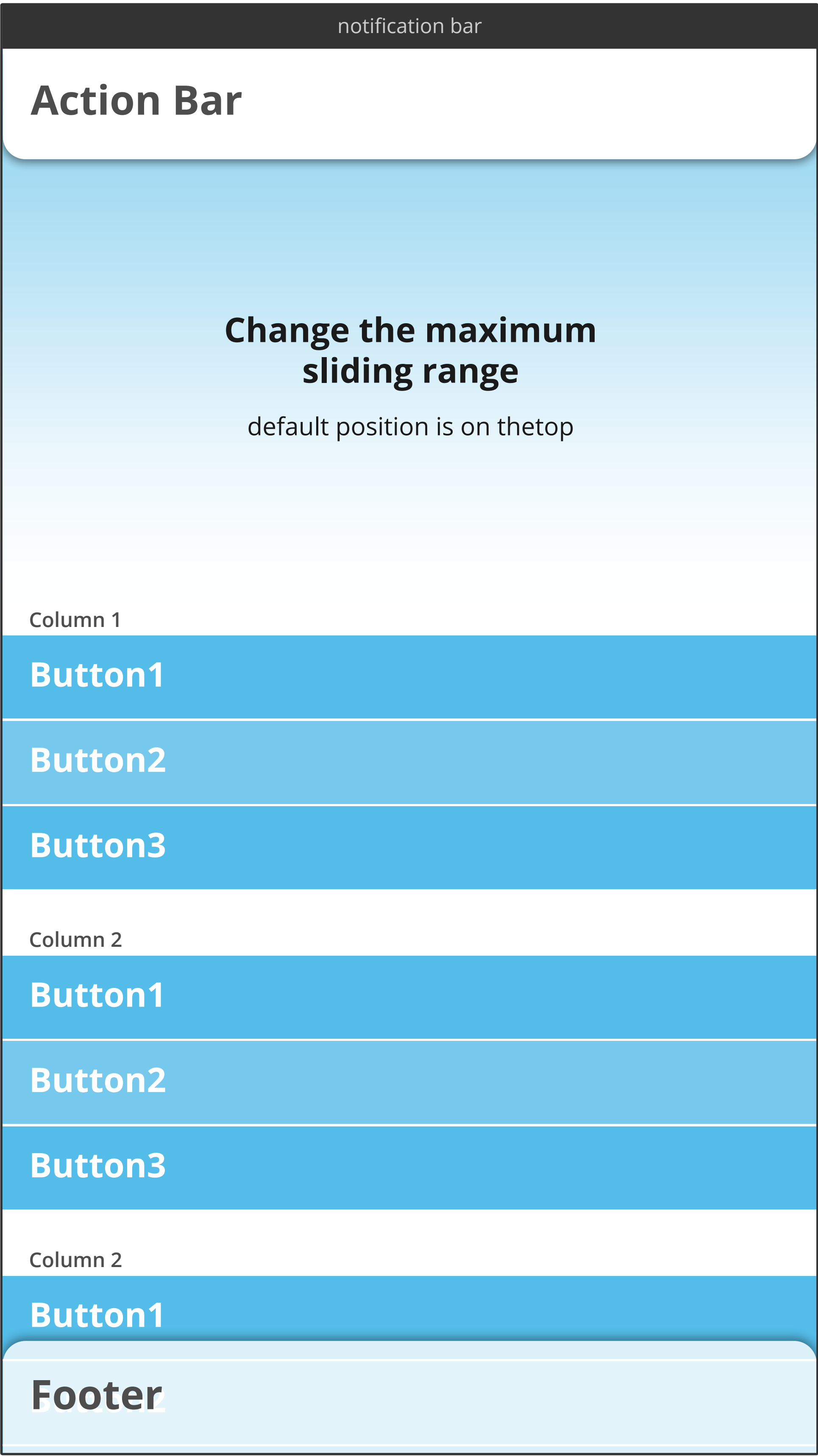
Default

Under the default settings, user can hardly touch the top area without the help of another finger. And traditional one-handed mode shrink the entire interface which compromises readability. Moreover, the fact that the length of thumbs vary from person to person weaken the traditional solution.



Thumb range

In adaptive settings, user can draw an area with their thumb which indicates their reach. And some UI elements will accordingly change or can be changed later.



Adaptive mode

In this example, user can drag the lists/buttons to their reach and touch them.