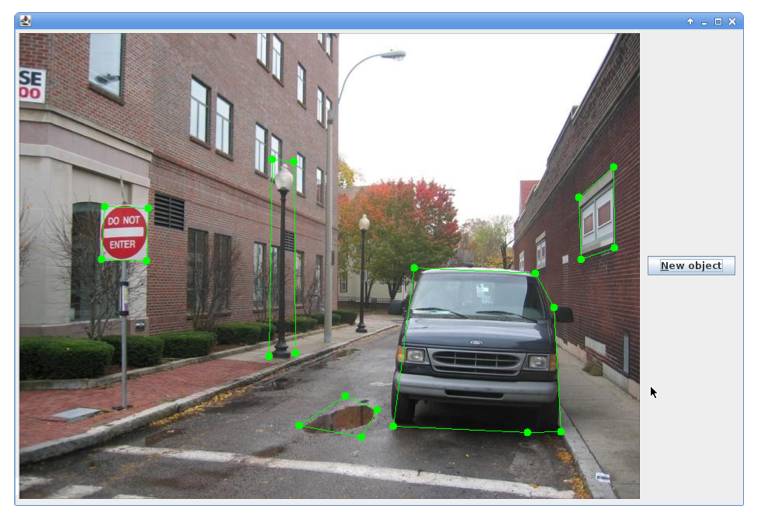
The image labeller asks the user to spend time completing a repetitive task for no compensation. Therefore the key focus throughout the development of this user interface is the reduction of steps needed to identify and label and image.

In the original interface, polygons are completed by clicking a “new object” button on the right side of the screen.

Since the user will be circling the object with a polygon, his or her mouse will be pointed towards the image. The mouse will therefore be the entire distance of the image on average away from the button. Fitt’s law demonstrates a negative correlation between the time it takes the user to move the mouse to a required location and the distance the object is from the starting point.

In our version of the labeller, we remove the new object button, instead having the user complete a polygon by clicking the starting point. In doing so we reduce the clickable width to approximately ¼ of the original, but make up for it given the dramatic reduction in distance (remember that the user must travel to the finish object button, and then back again to the image). Therefore, assuming that we start in the center, we’ve reduced traveling distance by about ¼ as well. The real gain, however, is in the form of task continuity.

We’ve also added the ability to draw freeform