HCI 2/20

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Menus and Hick's Law

- I've been zoned out since he started talking oops
- Looks like we're pointing out menus in a UI, there are a million of them
    - Okay it's only 13 but that feels like a lot when they're all pointed out at once
- There are lots of different UIs for selecting things
    - modes and settings, functions and parameters, objects and their characteristics
    - comand lines, forms, wizards, control panels, hypertext
- Engineers' Week has destroyed my focus sorry everyone
    - I'll be better next week