2. Positioning time P
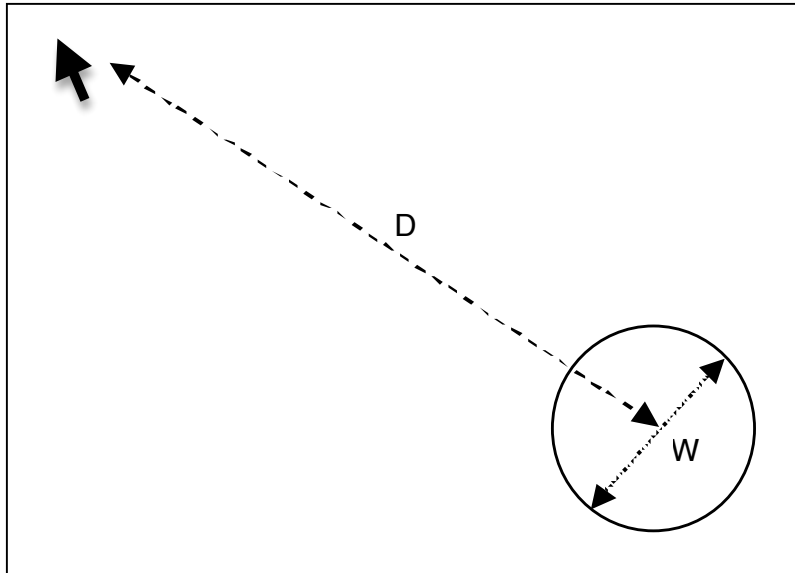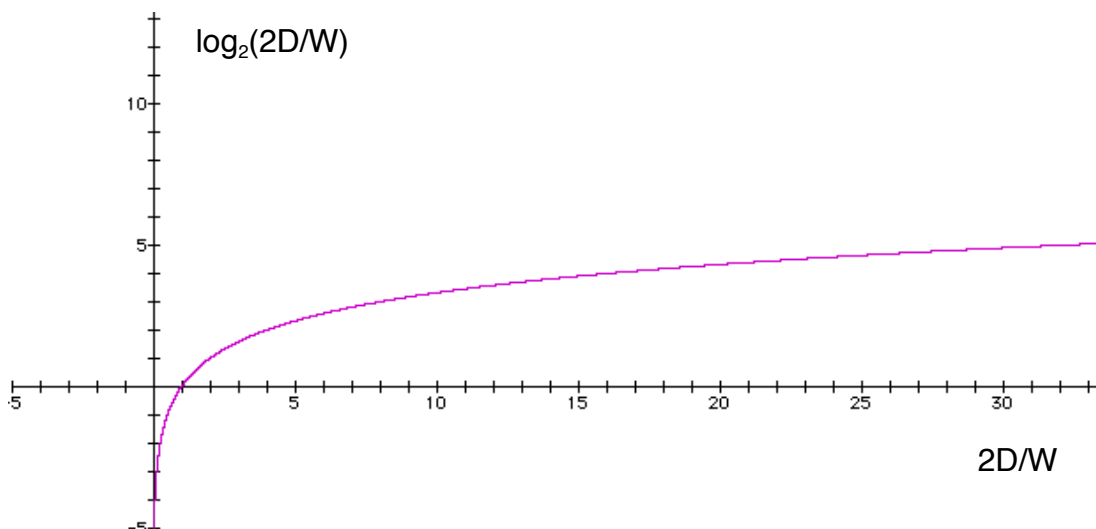

Fitts' law: $P = C_1 + C_2 \log_2 (2D / W)$

Some authors: $\ldots + C_3 \log_2(C_4/W)$

P = Positioning time
D = Distance between Cursor and Object
W = Size of the Object
C_i = Constants depending on pointing device

If positioning time is too long, decrease D or increase W. Either will be more effective if 2D/W is small.

Try it out yourself at http://www.tele-actor.net/fitts/index.html (do preferably applet 2)