

## Exercise 1

**Design a UI where users recall visual elements (e.g., icons or text chunks).  
Evaluate the effect of chunking on user memory**

AIM:

To design a UI where users recall visual elements (e.g., icons or text chunks). Evaluate the effect of chunking on user memory.

PROCEDURE:

1. **Create Home Screen:**
  - Add a **1024x768px frame** (File → New Frame).
  - Insert a **title ("Memory Recall Task")** and instructions using the **Text Tool (T)**.
  - Design a **"Start" button** (Rectangle + Text) and link it to the Chunking Phase via **Prototype mode**.
2. **Set Up Chunking Phase:**
  - Create a new **frame** for the chunking display.
  - Add **icons or text** that users need to remember.
3. **Apply Chunking Techniques:**
  - **Chunking with Borders:** Group 3-5 items using **Rectangles (R)**.
  - **Chunking without Borders:** Place items close together without clear separation.
4. **Simulate Viewing Time:**
  - Select the **Chunking Phase frame**, go to **Prototype mode**, and set an **"After Delay" transition (5000ms)** to the Recall Phase.
5. **Create Recall Phase UI:**
  - Add a new **frame** for user input.
  - Add a question: **"Select the items you remember seeing."**
6. **Design Recall Options:**
  - **Multiple-choice method:** Add checkboxes/radio buttons.
  - **Text input method:** Create labeled text input fields (e.g., "Item 1").
7. **Create Submit Button:**
  - Design a **"Submit Recall" button** (Rectangle + Text).
  - Link it to the Result Screen in **Prototype mode**.
8. **Create Result Screen:**
  - Add a **title** (e.g., "Your Recall Score") and feedback text (e.g., "You recalled 4/5 items!").

### 9. Provide Analysis:

- Test different chunk sizes (3 vs. 5 items) and content types (icons vs. text).

### 10. Final Testing & Sharing:

- Click **Play** to preview the prototype.
- Use the **Share** button to invite testers.

OUTPUT:-





