EXP:2

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MEMORY RECALL TASK

EX No 2:

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

A Memory Recall Task Game in UI design is a game or interactive activity that tests a user's ability to remember and recall visual or textual elements.

Figma – How to Setting Up the UI

A. Home Screen (It contains Instruction Page)

Step 1: Create a Frame:

- o In Figma, create a new frame (File → New Frame). Set the size to **1024x768px** for a standard desktop view.

- o This will be your **Home Screen** where users start the task.

Step 2: Add Instructions:

- o Use the **Text Tool (T)** to add a heading like "Memory Recall Task."

- o Add a smaller body of text with instructions such as:

  - ▪ "You will be shown several groups of icons or text. After viewing, recall the items you remember."

- o Use the **Text Tool (T)** to add more detailed instructions like "You will have 5 seconds to view the items. Then, recall them in the next screen."

Step 3: Start Button:

- o Create a button at the bottom of the screen. To do this:

  - ▪ Draw a **Rectangle** (R) for the button.

  - ▪ Use the **Text Tool (T)** to add "Start."

  - ▪ Style the button (color, border radius) to make it stand out.

  - ▪ Use **Figma's Prototyping Tools** (top bar → Prototype) to link this button to the next screen (Chunking Phase).

  - ▪ You can also use **interactive components** like hover effects for more realism.

The game presents users with information—such as images,Icons—for a limited time(5 seconds). After the information disappears, users must recall and reproduce it correctly. This tests and improves their short-term memory and cognitive skills.

B. Chunking Phase (It Display Chunked Items)

Step 1: Create a New Frame:

- o Create a new frame for the **Chunking Phase** (the second screen). This frame will display the icons or text.

Step 2: Design Chunked Items:

- o Use **icons** or **text blocks** that users will have to recall. If you're using text, it could be short phrases or words. If you're using icons, you can either import

them from **Figma's resources** or draw simple shapes using Figma's drawing tools.

- o **For Chunking with Borders**:
    - ▪ Group 3-5 icons or text together in a box (use the **Rectangle Tool (R)**) to visually represent a chunk. You might want to create 3-4 groups.
    - ▪ Space these chunks out with some empty space in between them to ensure users can identify each chunk.
- o **For Chunking without Borders**:
    - ▪ Place the elements next to each other without clear separation. This can be done by not using boxes and just visually mixing the items.

Step 3: Set the Viewing Time:

- o **Time Simulation**: Figma does not have true timers, but you can simulate a fixed time by setting the next screen transition after 5 seconds:
    - ▪ Select the entire **Frame (Chunking Phase)**.
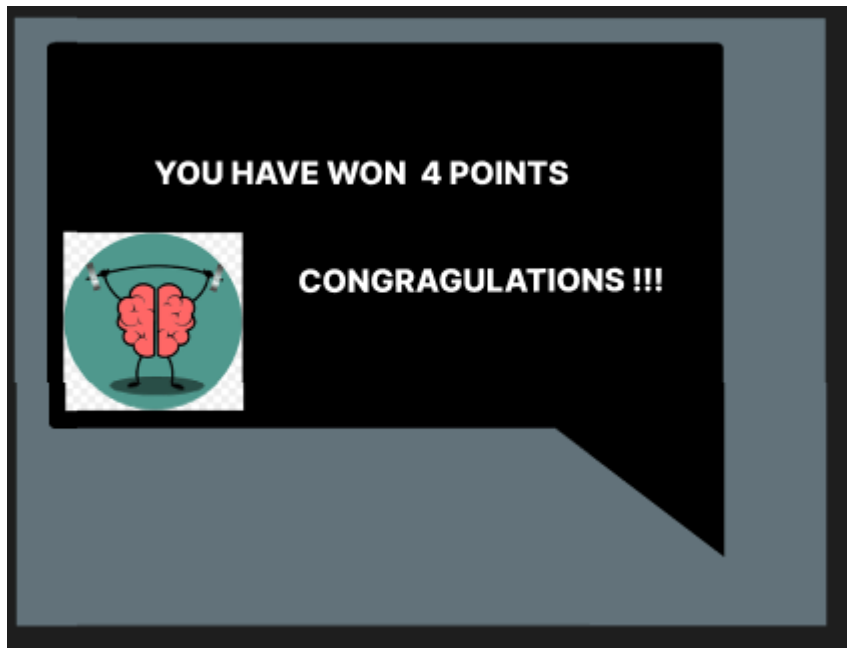   - ▪ Under the **Prototype** tab, link this frame to the next screen (Recall Phase).
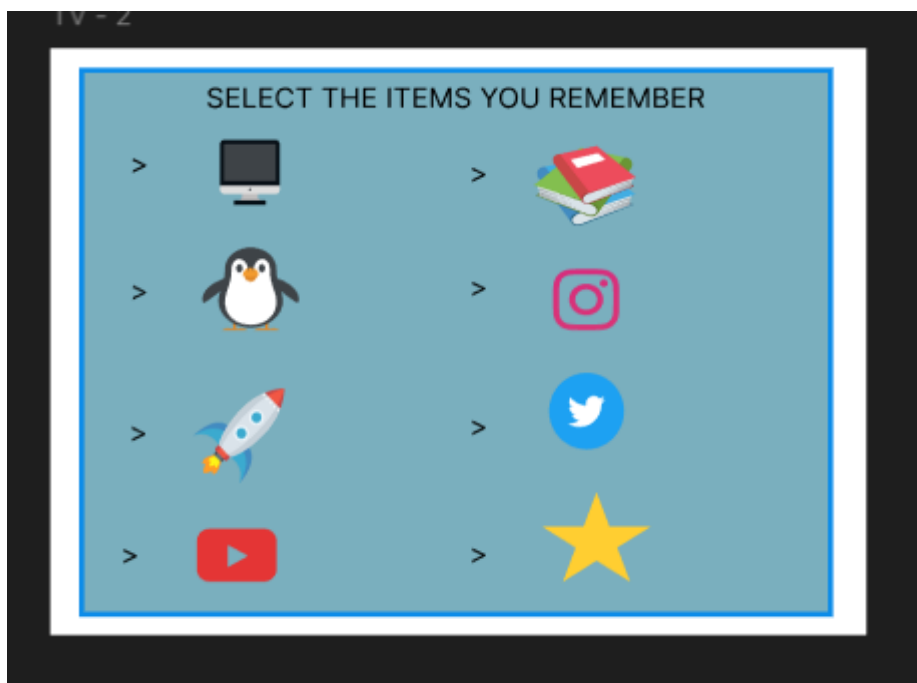
C. Recall Phase

Step 1: Create a New Frame for Recall:

- o This is where the user will recall the items they saw in the previous chunking phase.

NOW, YOU HAVE TO SELECT THE ITEMS GIVEN ABOVE WHICH YOU HAVE REMEMBERED FROM THAT LARGE IMAGE

D. Result Screen

1. **Create a Feedback Screen**:

   - o After the user submits their recall, provide feedback.

   - o Add text like: "You recalled 4/5 items correctly!" or "Good job, you remembered 3 out of 5 items."

UI Design Considerations

- **Minimalist Layout:** Reduce distractions so users can focus on the memory task.

WE HAVE A VERY SIMPLE INTERFACE FOR THE USERS TO REMEMBER THE ICONS OR IMAGES.