

Exercise 2

Memory recall task

This experiment involves a memory-based task where users are required to recall specific icons displayed at the beginning of the game.

- Users must then select the icons they remember on the following screen and submit their choices.
- Upon submission, feedback is provided on the final screen.
- From the final screen, users can restart the game by clicking again.

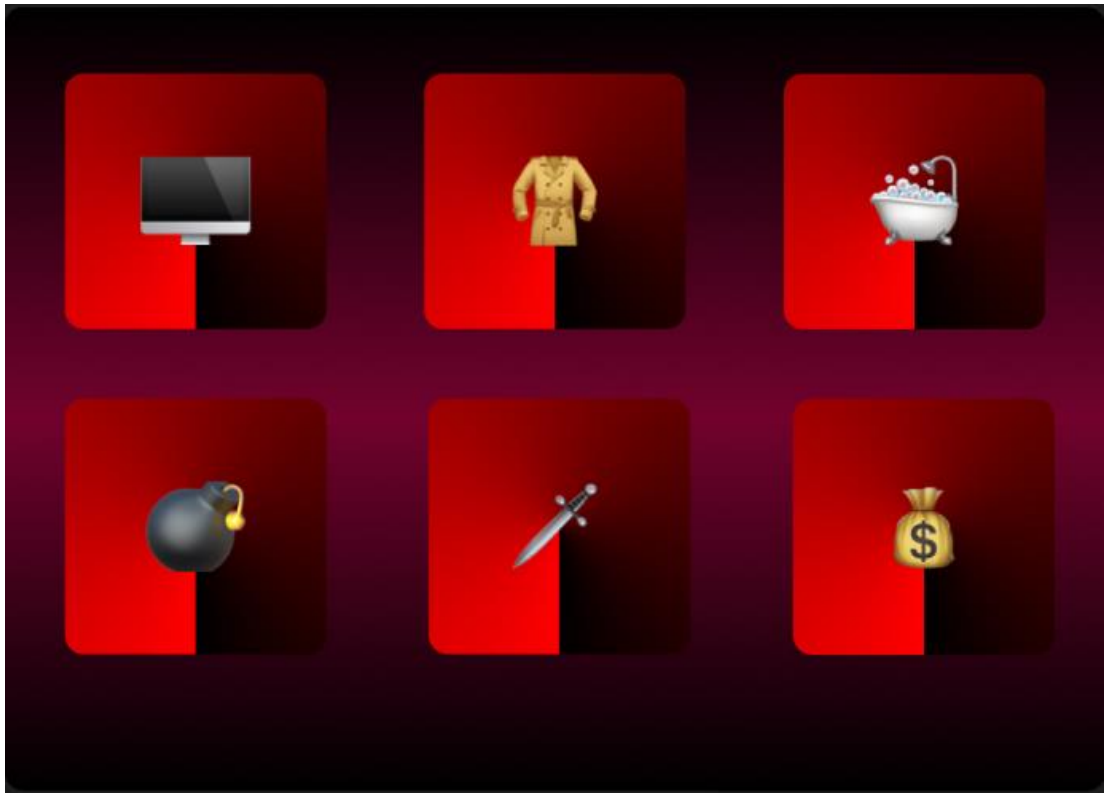
Memory in UI Design

- Memory plays a vital role in user interface design. Users should feel confident navigating the application with a clear understanding of what each icon represents.
- This activity enhances the user's ability to recognize and remember icons, making it easier to navigate to the desired sections of the application.

The start page



Icons display page



Feedback

**THANKYOU FOR
TAKING THE TEST**