UID EX 2

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Memory Recall Task UI Design Report

I designed a Memory Recall Task to test and improve users' memory skills. The design is done using Figma. The task involves showing a group of icons or text for a short period and then asking the user to recall them.

Components

- The interface consists of four main screens: a home screen, a viewing screen, a recall screen, and a results screen.
- The Home screen provides a brief explanation of the task and a start button to begin.
- The Viewing screen displays the items for five seconds, along with a countdown timer.
- The Recall screen presents a selection of items, allowing users to choose the ones they remember, followed by a submit button to confirm their choices.
- Finally, the Results screen shows the number of correct answers and gives encouraging feedback.

Prototyping

Navigation between screens follows a simple flow, making it easy to use. Users start with instructions, view items, recall and select them, and then see their results. The interface includes interactive elements like buttons and selection options, ensuring a smooth experience.
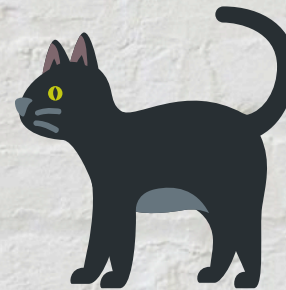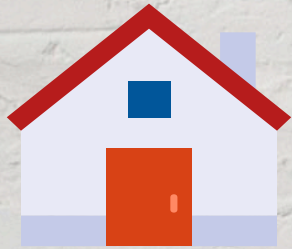
Memory Recall Task

- You will be shown several groups of icons or text.

- After viewing, recall the items you remember.

- You will have 5 seconds to view the item.

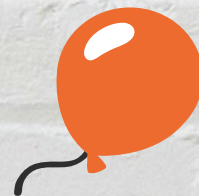- Then recall them in the next screen

START

Timer 5 seconds

Select the items you remember:

SUBMIT

Great job!! You recalled 4/5 items correctly. You have a fantastic memory!