UID EXERCISE 2

MEMORY RECALL TASK

In this project, I designed a Memory Recall Task user interface using Figma. The objective of this design is to test and enhance the user's short-term memory through visual recall tasks.

The interface consists of several key components:

- 1. **Welcome Screen**: This introduces the user to the task, explaining they will view items briefly and then recall them on the following screen.
- 2. **Timer Component**: A countdown timer set for 5 seconds, adding urgency and time constraints to the task, encouraging focused attention from users.
- 3. **Icon Display Component**: Groups of icons are displayed momentarily. This component is central to the memory task, as it visually presents the items the user needs to remember.
- 4. **Recall Selection Screen**: After the icons disappear, the user is navigated to a selection interface where they select the icons they remember from a larger set.
- 5. **Submit Button**: Allows users to confirm their selections, triggering feedback on their performance.
- 6. **Feedback Screen**: Provides immediate results, displaying the number of items correctly recalled, thus motivating users with positive reinforcement (ie) YAY! YOU RECALLED 4/5 ITEMS CORRECTLY.

Prototyping Details:

 I used interactive prototyping to simulate real-time transitions between screens, employing timed transitions to replicate the 5second viewing limit.

Click interactions were added for icon selection and the submission process, providing an intuitive and responsive user experience. Animated transitions were utilized for moving from the icon display screen to the recall selection screen, enhancing the visual flow and reinforcing task structure.

MEMORY RECALL TASK

You will be shown several groups of icons. After viewing, RECALL the item you remember

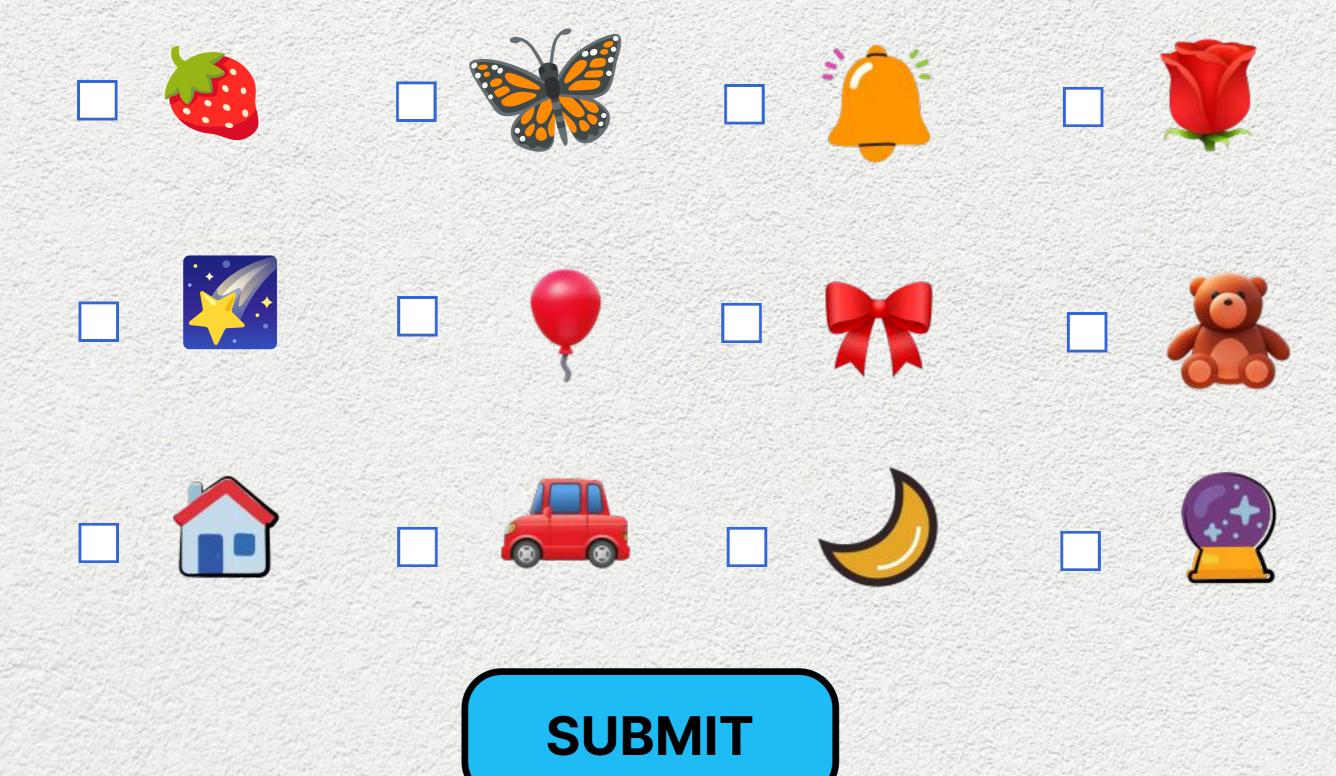
You will have 5 SECONDS to view the item. Then, recall them in next screen

START



TIMER: 5 SECONDS

SELECT THE ITEMS YOU REMEMBER



YAY! YOU RECALLED 4/5 ITEMS CORRECTLY

