Experiment 2

Chunking

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 \rightarrow 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:-

PAGE:-1 START PAGE

Memory Recall Task

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

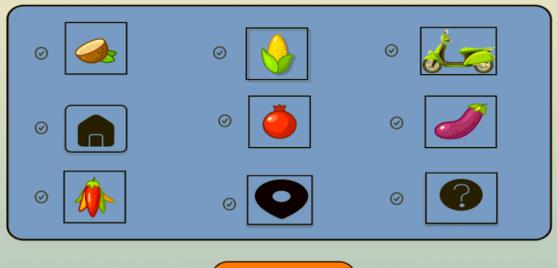


You will have 5 seconds to view the items. Then, recall them in the next screen.

START



Select the items you remember seeing



Submit