

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 → 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





Remember the given items Below



⌚ 00:00:05

**Select the items you
remember seeing**



Submit