

EX NO 1b:

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CHUNKING

AIM:

To create a memory recall task game using chunking method in figma.

PROCEDURE:

A. Home Screen (It contains Instruction Page)

Step 1: Create a Frame:

- In Figma, create a new frame (File → New Frame). Set the size to 1024x768px for a standard desktop view.

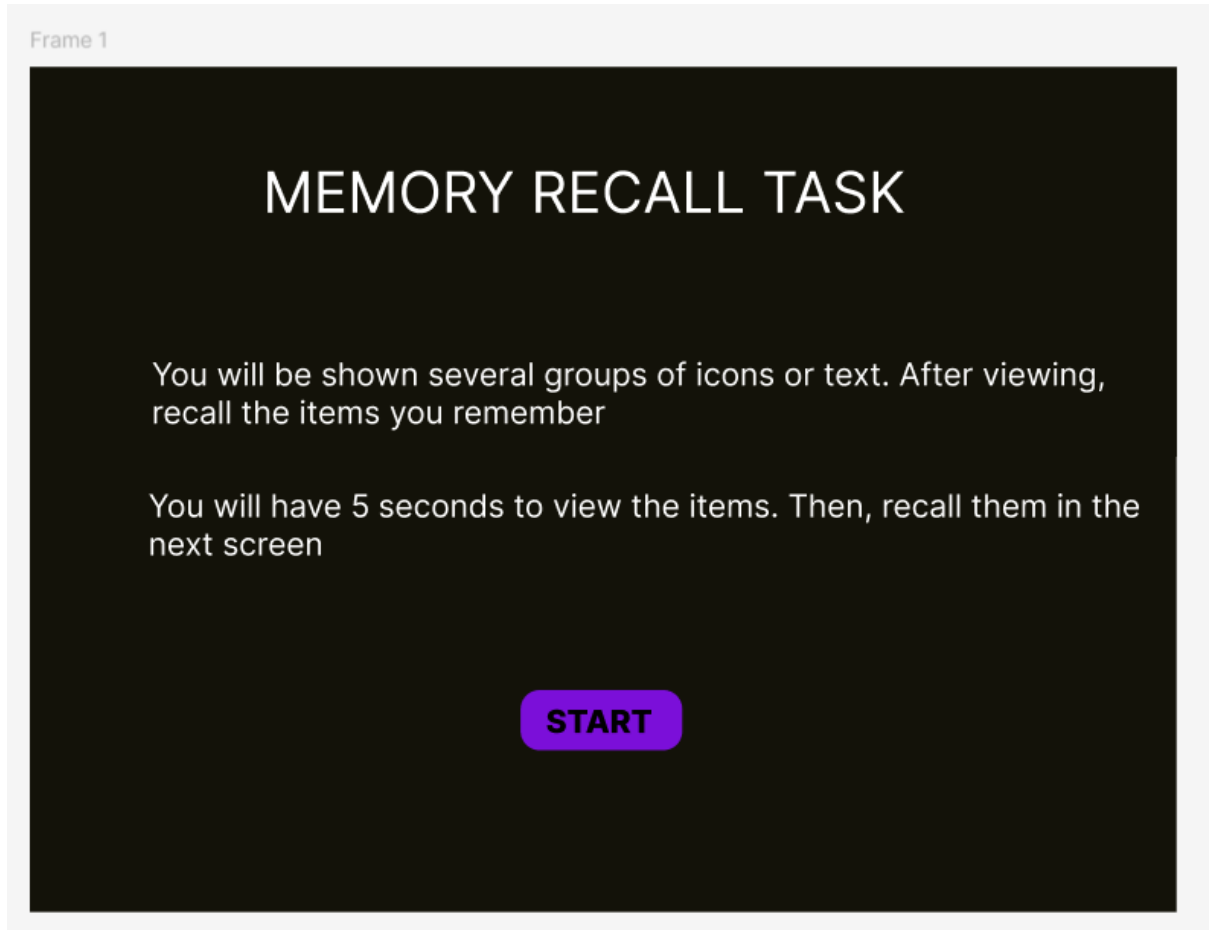
Step 2: Add Instructions:

- Use the Text Tool (T) to add a heading like “Memory Recall Task”
- Add a smaller body of text with instructions such as:
- “You will be shown several groups of icons or text. After viewing, recall the items you remember”
- Use the Text Tool (T) to add more detailed instructions like “You will have 5 seconds to view the items. Then, recall them in the next screen.”

Step 3: Start Button:

- Create a button at the bottom of the screen. To do this: Draw a Rectangle (R) for the button.
- Use the Text Tool (T) to add “Start.”
- Style the button (color, border radius) to make it stand out.
- Use Figma’s Prototyping Tools (top bar → Prototype) to link this button to the next screen (Chunking Phase).
- You can also use interactive components like hover effects for More realism.

OUTPUT:



B. Chunking Phase (It Display Chunked Items)

Step 1: Create a New Frame:

- Create a new frame for the Chunking Phase (the second screen). This frame will display the icons or text.

Step 2: Design Chunked Items:

- Use icons or text blocks that users will have to recall. Import them from assets by searching "icons".

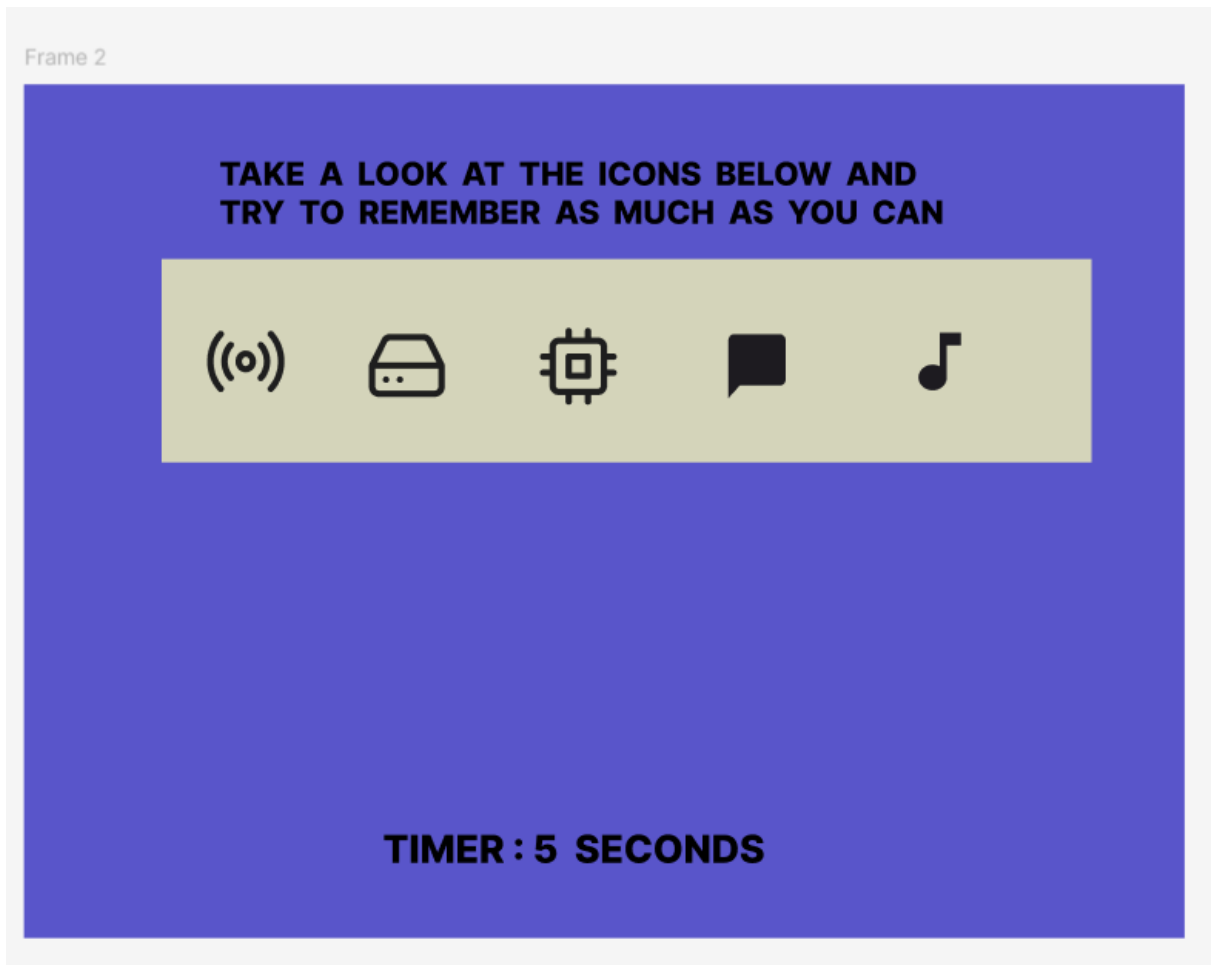
For Chunking with Borders:

- ☐ Group 3-5 icons or text together in a box (use the Rectangle Tool (R))
- ☐ Space these chunks out with some empty space in between them to ensure users can identify each chunk.

Step 3: Set the Viewing Time:

- Time Simulation: Figma does not have true timers, but you can simulate fixed time by setting the next screen transition after 5 seconds:
- Select the entire Frame (Chunking Phase).
- Under the Prototype tab, link this frame to the next screen (Recall Phase).
- Set the interaction to “After Delay” and enter 5000ms (5 seconds).

OUTPUT:



C. Recall Phase

Step 1: Create a New Frame for Recall:

- This is where the user will recall the items they saw in the previous chunking phase.

Step 2: Recall Input (Text Input):

- Create Text Input Fields where users can type what they remember.
- Create 5 input fields depending on how many chunks you showed.

Step 3: Submit Button:

- Create a Submit button at the bottom using the Rectangle Tool (R) and adding text like “Submit”
- Add an interaction to move to the Feedback Screen after submission.
- Sample Output of the Visual Appearance of the Recall Phase (Step C) in Figma

OUTPUT:

Frame 3

ENTER THE ITEMS YOU REMEMBER

ITEM 1:

ITEM 2:

ITEM 3:

ITEM 4:

ITEM 5:

SUBMIT

D. Result Screen

Create a Feedback Screen:

- After the user submits their recall, provide feedback.
- Add text like: “Good job you remembered 5/5”

OUTPUT:

Frame 4

“Good job you remembered 5 /5”

FIGMA DESIGN FILE:

[https://www.figma.com/design/Wsi2xtsr8gWzplpMQFSaEt/EX-2--
Chunking?m=auto&t=JzVQCAy7lazwXKiw-6](https://www.figma.com/design/Wsi2xtsr8gWzplpMQFSaEt/EX-2--Chunking?m=auto&t=JzVQCAy7lazwXKiw-6)

RESULT:

Memory recall task using chunking method was studied successfully.