NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA SURATHKAL

DEPARTMENT OF INFORMATION TECHNOLOGY

IT351 - Human-Computer Interaction
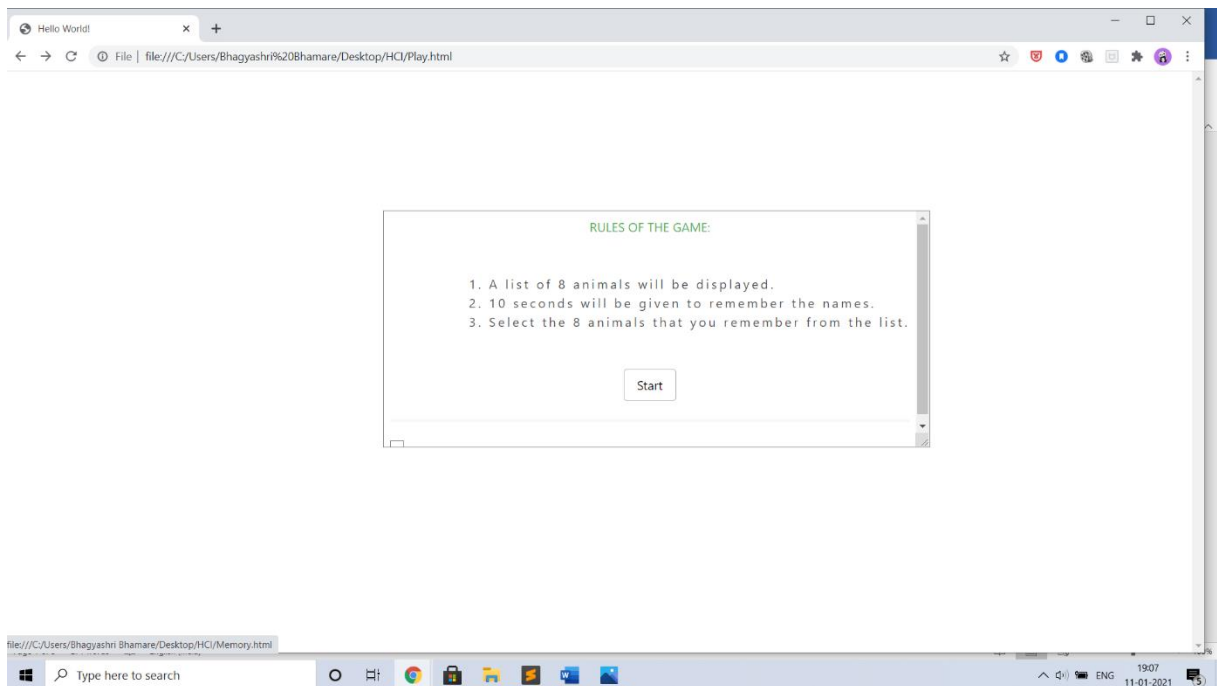
Lab Assignment -1: Serial Position Effect
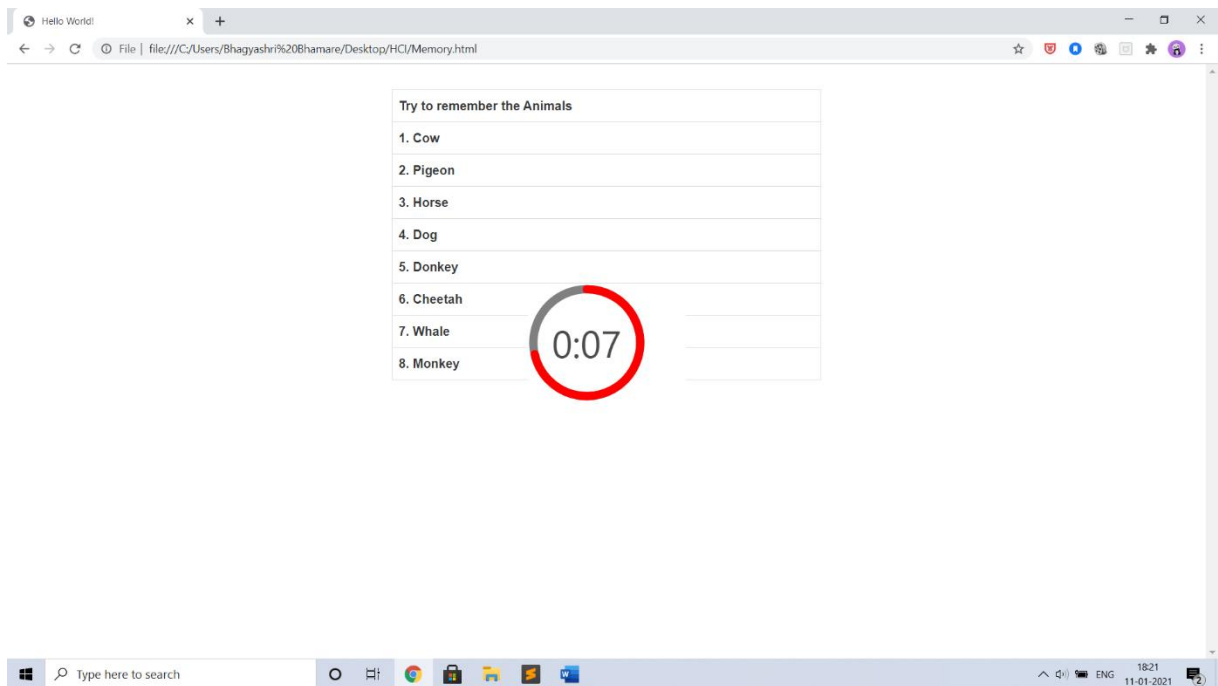
Submitted by Bhagyashri Bhamare , 181IT111

POINTS FOR BETTER USER EXPERIENCE-

1) Keep the interface simple. The best interfaces are almost invisible to the user. They avoid unnecessary elements and are clear in the language they use on labels and in messaging.

2) Create consistency and use common UI elements

3) Be purposeful in page layout.

4) Strategically use color and texture

5) Use typography to create hierarchy and clarity

6) Make sure that the system communicates what's happening
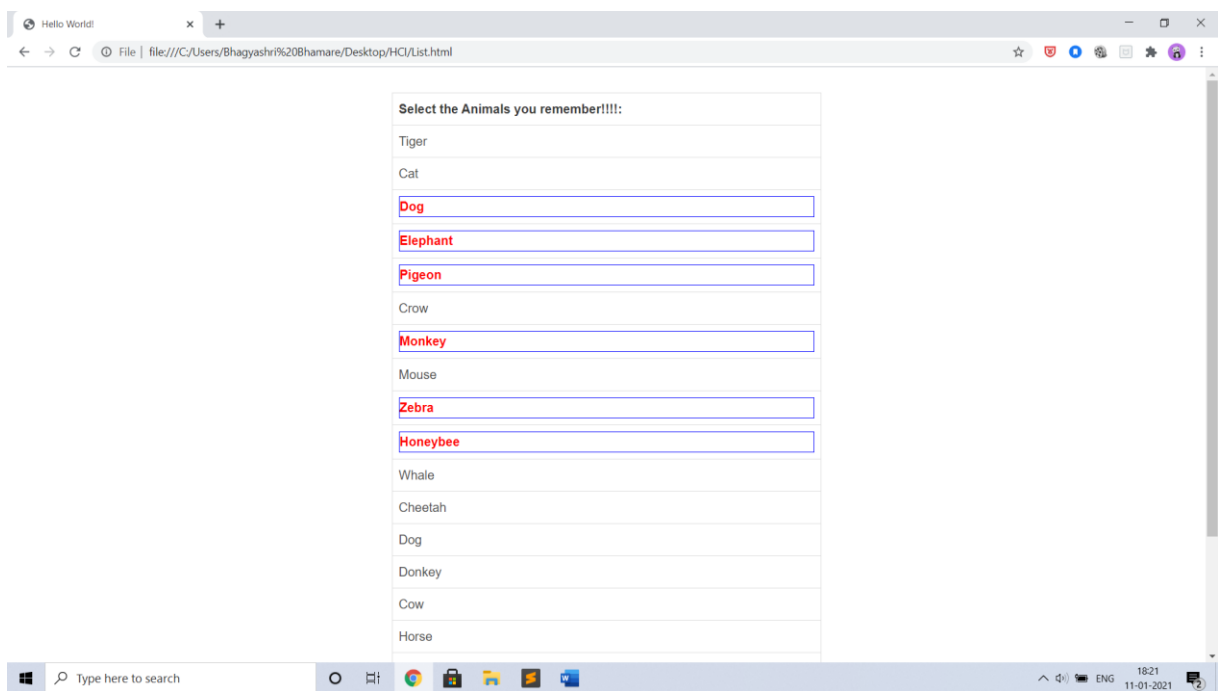
7) Think about the defaults

Screenshots:

FIG-1 INDEX PAGE

Try to remember the Animals
1. Cow
2. Pigeon
3. Horse
4. Dog
5. Donkey
6. Cheetah
7. Whale
8. Monkey

0:07

FIG-2 Timer page

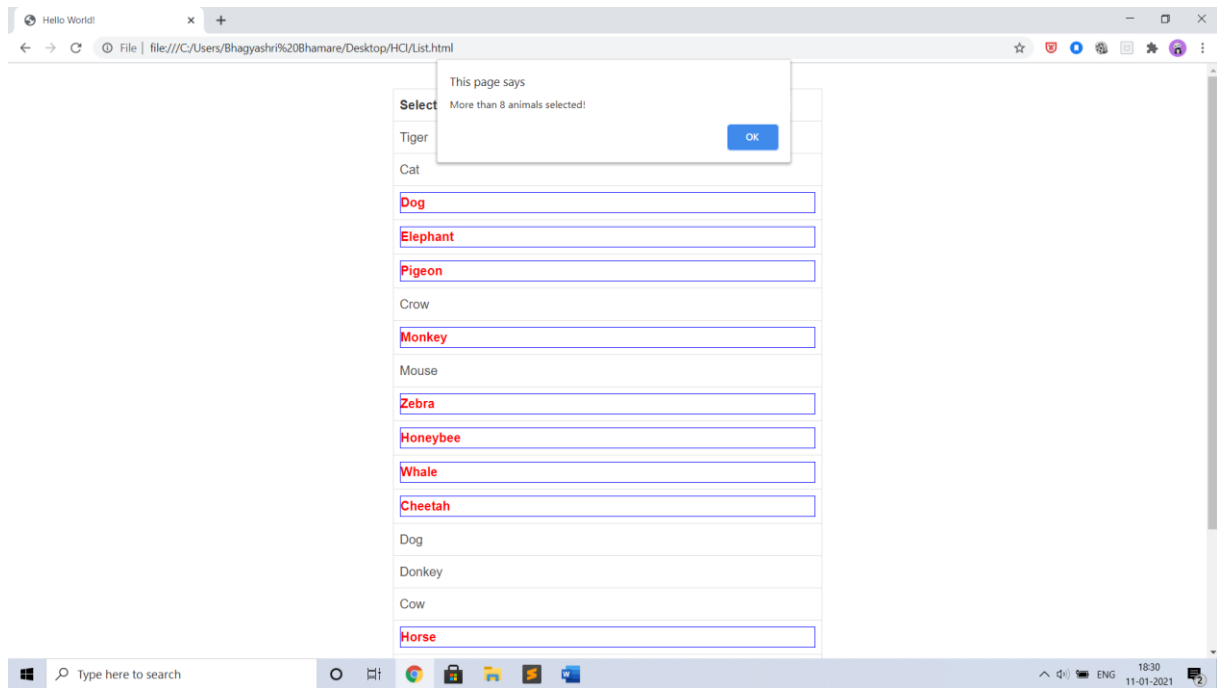| Select the Animals you remember!!!!: |
| --- |
| Tiger |
| Cat |
| Dog |
| Elephant |
| Pigeon |
| Crow |
| Monkey |
| Mouse |
| Zebra |
| Honeybee |
| Whale |
| Cheetah |
| Dog |
| Donkey |
| Cow |
| Horse |

FIG-3 Game page
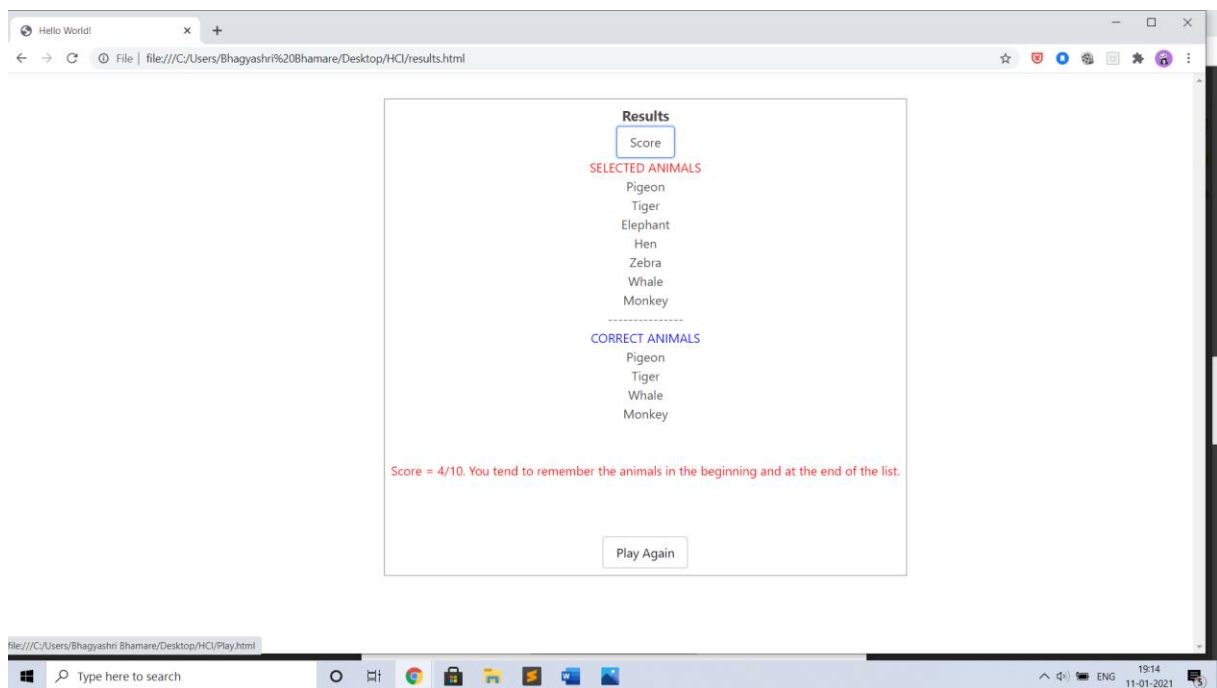
FIG-4 Alert page

FIG-4 Result page

The web app designed to experiment the serial position effect follows the essentials of a good user interface.

Only required fields are included. Users are not allowed to select more than 8 animals. An alert box is created to inform the same. All the pages follow a pattern. The app is kept as simple as possible to not distract the users from the main game. User is given the freedom to start the game, check the analysis and play the game again. User is allowed to deselect animals that the user wants to.Analysis is given on the score made in the game.

Overall, the app provides aesthetics of a good interface