

## EXERCISE 1a: Memory recall UI

### Aim:

To design a UI where users recall visual elements (e.g., icons or text chunks) and evaluate the effect of chunking on user memory.

### Procedure:

#### A. Home Screen:

1. Create a Frame (1024x768px for desktop).
2. Add Instructions : Use text for headings and detailed instructions.
3. Start Button : Create a button with text "Start" and link it to the next screen (Chunking Phase).

#### B. Chunking Phase:

1. Create a New Frame for the Chunking Phase.
2. Design Chunked Items: Group 3-5 items (icons/text) into chunks (with or without borders).
3. Set Viewing Time: Simulate time by setting a 5-second transition to the next screen.

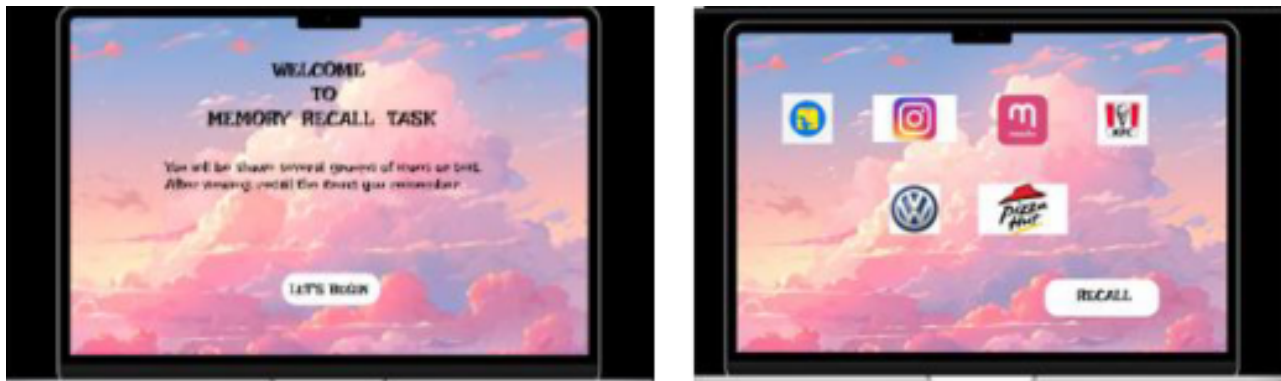
#### C. Recall Phase:

1. Create a New Frame for recall.
2. Recall Input : Use either multiple-choice (checkboxes/radio buttons) or text input fields for users to recall items.
3. Submit Button: Create a "Submit Recall" button and link it to the next screen (Feedback).

#### D. Result Screen:

1. Feedback Screen Display recall accuracy (e.g., "You recalled 4/5 items correctly!").
2. Analyze: Vary chunk size (3 vs. 5 items) and chunk type (icons vs. text) for testing.

## Output:



## Result:

The Memory Recall UI successfully tests chunking effects by displaying grouped icons/text, prompting recall, and providing feedback on user memory accuracy.