

**NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA,
SURATHKAL.**



DEPARTMENT: - INFORMATION TECHNOLOGY
IT351: - Human Computer Interaction
Assignment-3

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● Information About Serial Position Effect :-

The serial position effect, a term coined by Herman Ebbinghaus, which refers to the finding that recall accuracy of an item from a list varies as a function of its position within the list. The two concepts involved, the primacy effect and the recency effect, explains how items presented at the beginning of a sequence and the end of a sequence are recalled with greater accuracy than items in the middle of a list.

We can make use of the recency and primacy effect in sequencing items in a menu of a GUI or a control panel of a product's interface. The more important or more frequently used items or controls should be placed in the beginning or end of the list. Items less frequently used should be placed in the middle of the list.

In case of a list using colours, the serial position effect may not be immediately seen. Here recall depends on various properties of colour such as brightness, hue and saturation too. Thus a brighter colour regardless of its position in the list is more likely to be recalled. This can be used to over-rule the serial position effect whenever the context demands. Thus, colour can be used as a design element to aid recall.

● ScreenShots Of GUI :-

The GUI is basically a web app which contains a navigation bar with fields Home and Play. When the user clicks on the Home button he will redirect to **home.html** page which includes information about the **Serial Position Effect**.

/*home.html*/



Fig.1 Home Page.

Once the user clicks on the Play button the user initially will be redirected to the **instructions.html** page which includes the general instructions about the game.

/*instructions.html*/

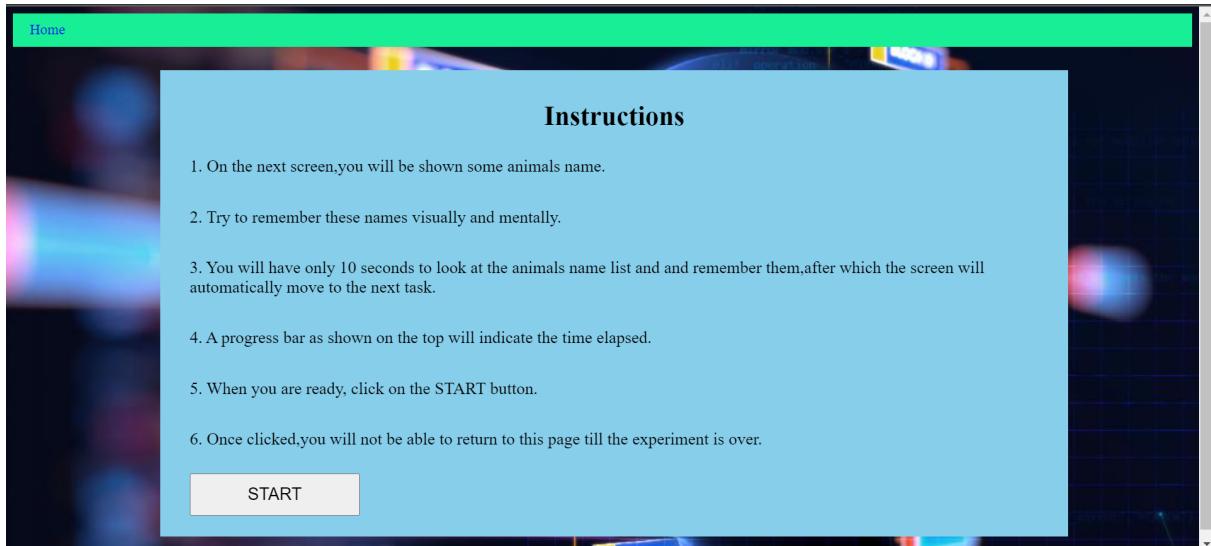


Fig.2 Instruction Page.

When the user clicks on the **START** button he will be redirected to the **start_page.html** which contains the progress bar to indicate the time elapsed and some animals name will be displayed as a table, the user has to remember them.

/*start_page.html*/

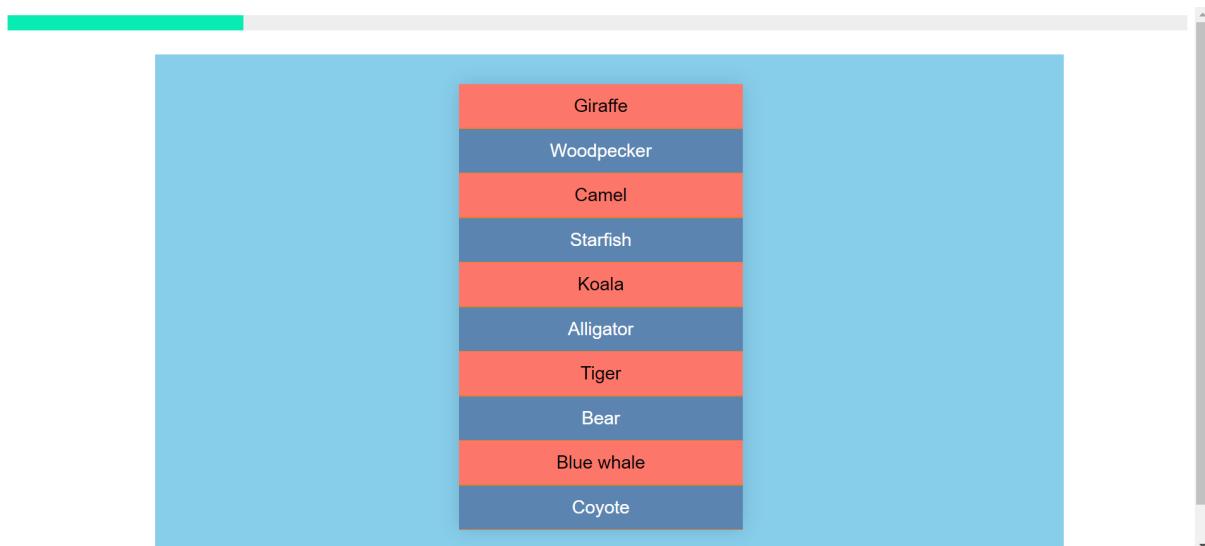


Fig.3 Start Page.

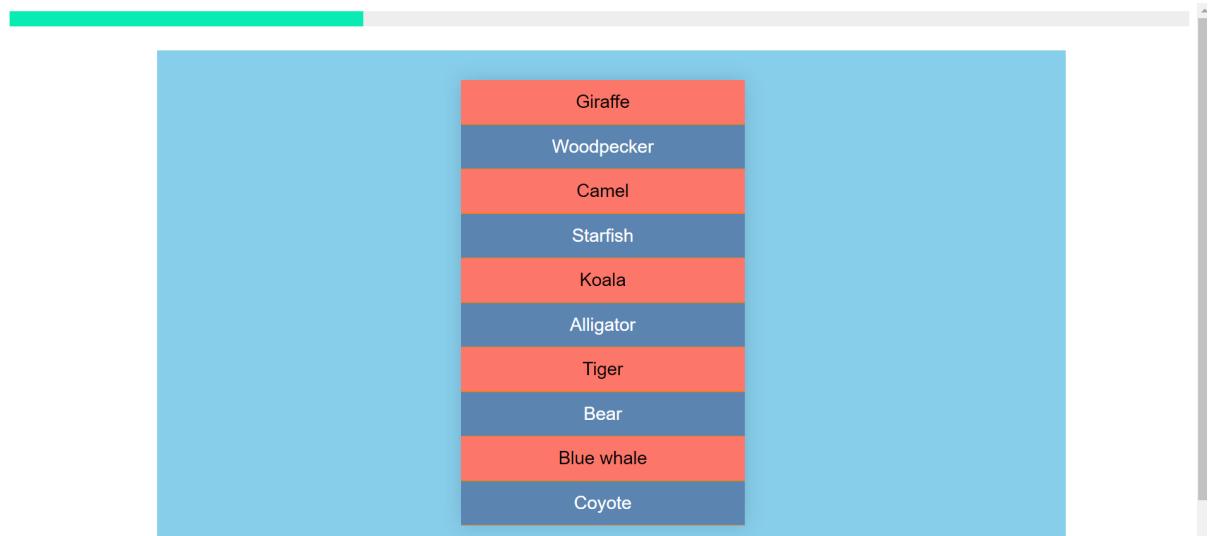


Fig.4 Start Page.

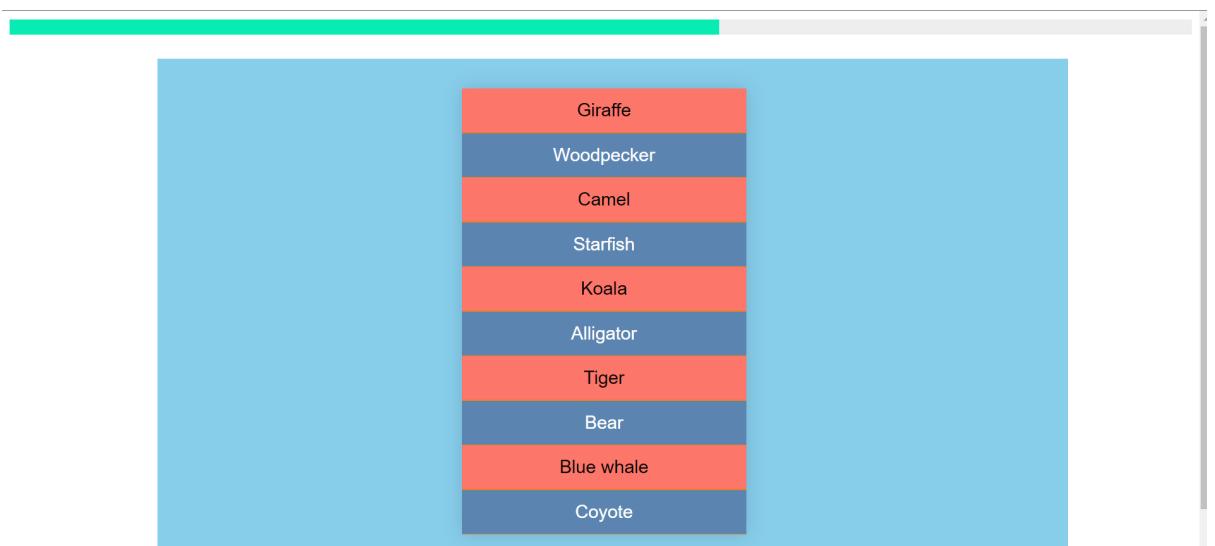


Fig.5 Start Page.



Fig.6 Start Page.

After 10 seconds the page will be redirected to the **guess_animals.html** page which contains 36 animal names from which the user has to select the 10 animal names which he/she remembered.

Once the user selects the 10 animals name he/she has to click on the **DONE** button. After clicking on that button the user will get to know about the score out of 10. Based on the score some feedback will be given to the user through alert box.

/*guess_animals.html*/

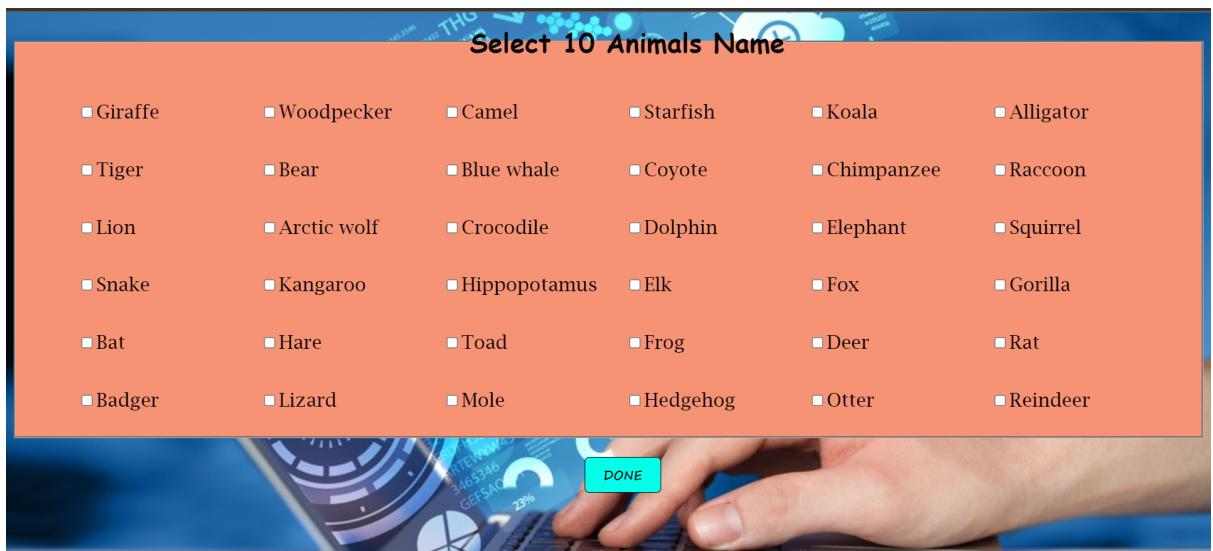


Fig.7 Guess Animals Name Page.

If the user selects less than 10 animals name or greater than 10 animals name there will be an alert box which contains a message that “**you have to select (10 - already selected animals name count) more animals name**” if user selects less than 10 animals name. Similarly if the user selects more than 10 animal names then the message in the alert box will be “**you have to select only 10 animals name**” .

When user selects less than 10 animals name :-

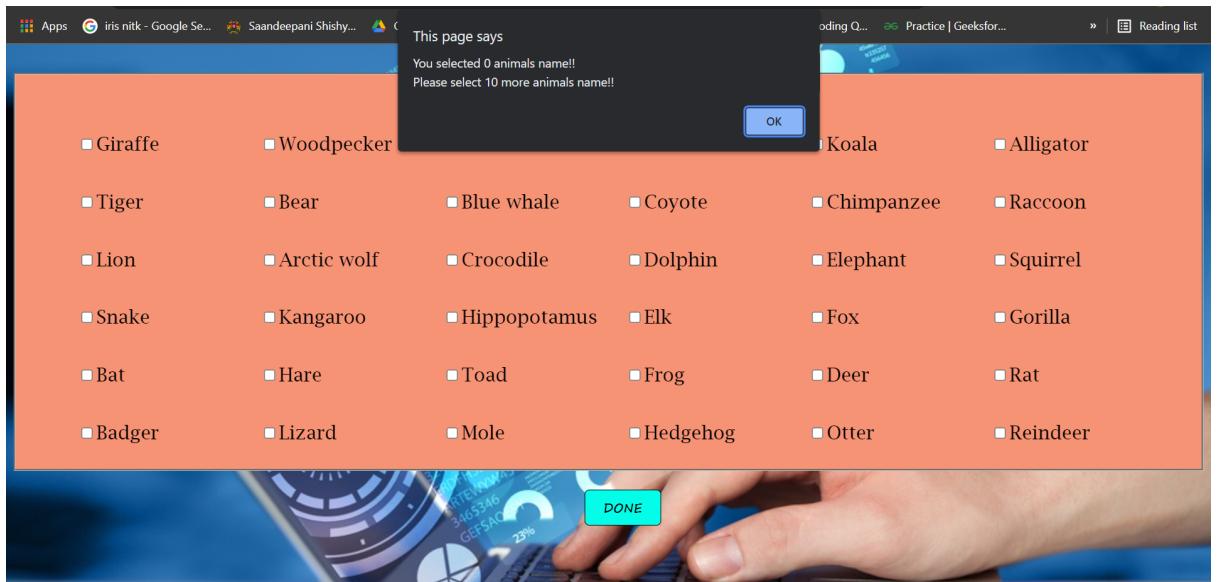


Fig.8 User Selected Animals Name less than 10.

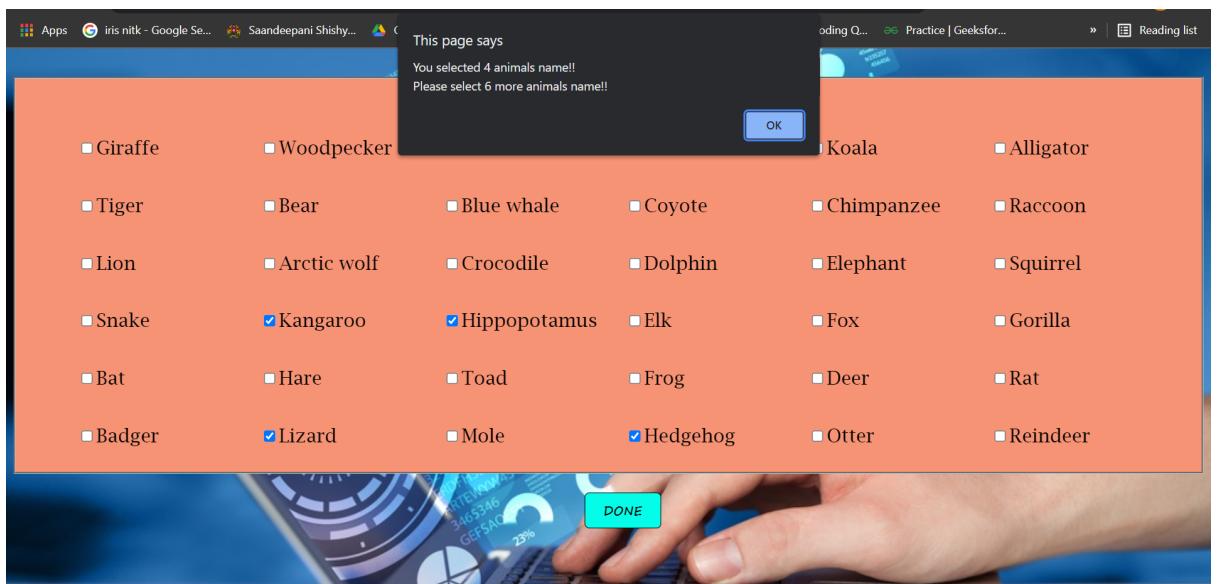


Fig.9 User Selected Animals Name less than 10.

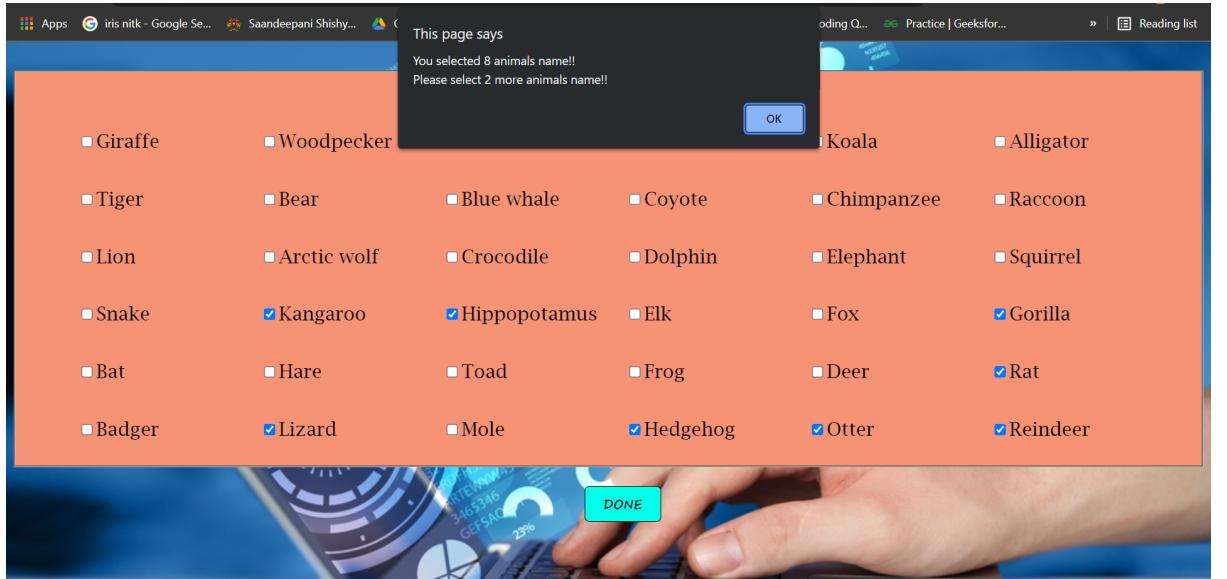


Fig.10 User Selected Animals Name less than 10.

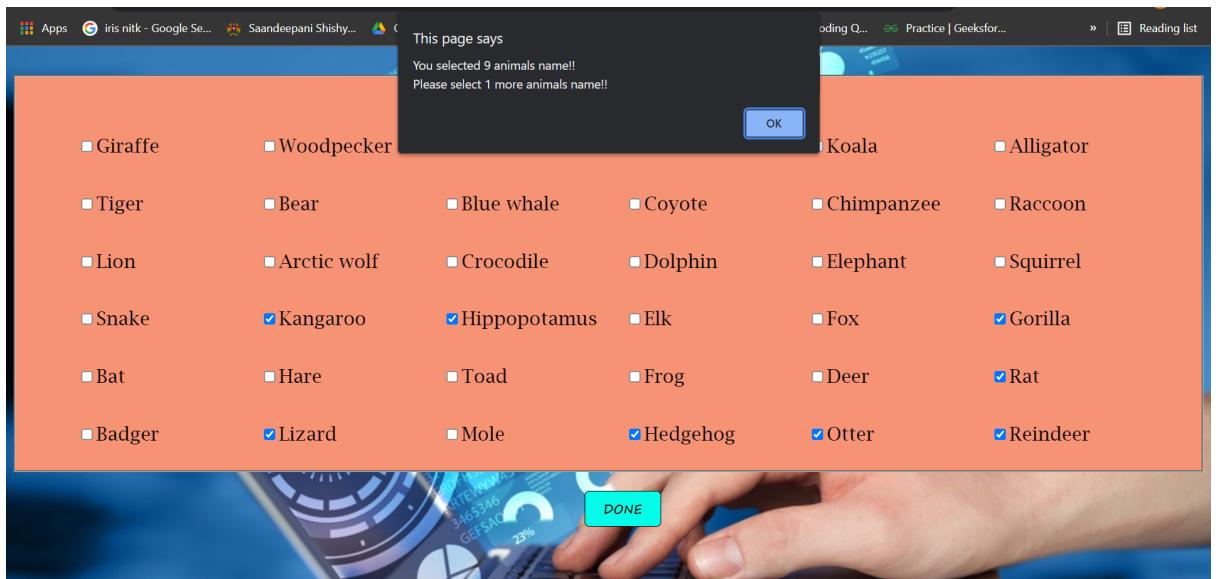


Fig.11 User Selected Animals Name less than 10.

When user selects more than 10 animals name :-

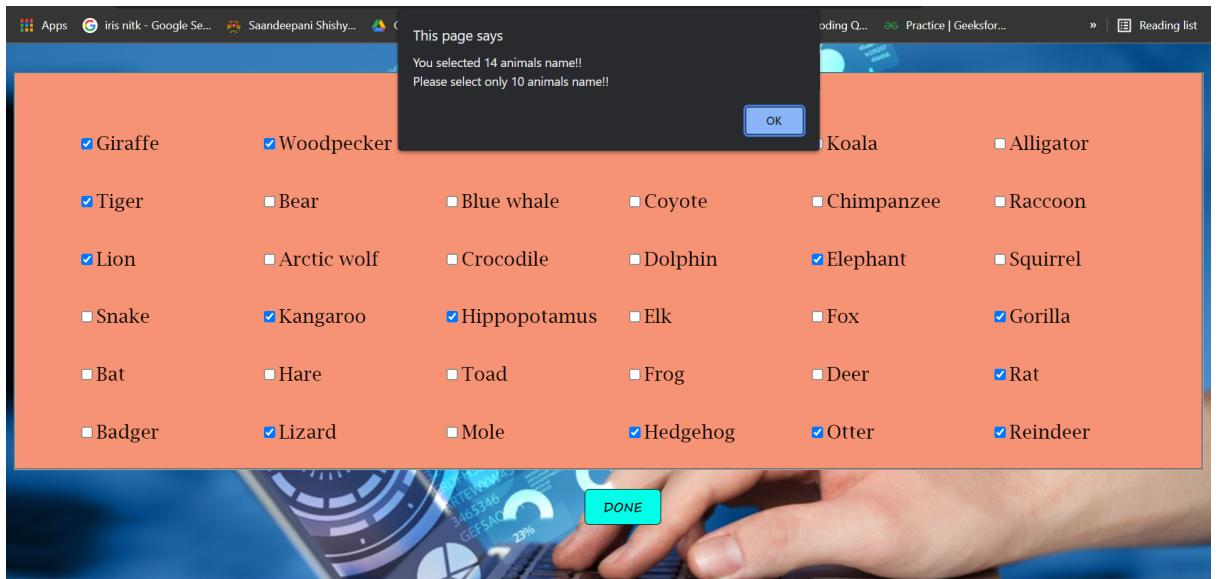


Fig.12 User Selected Animals Name greater than 10.

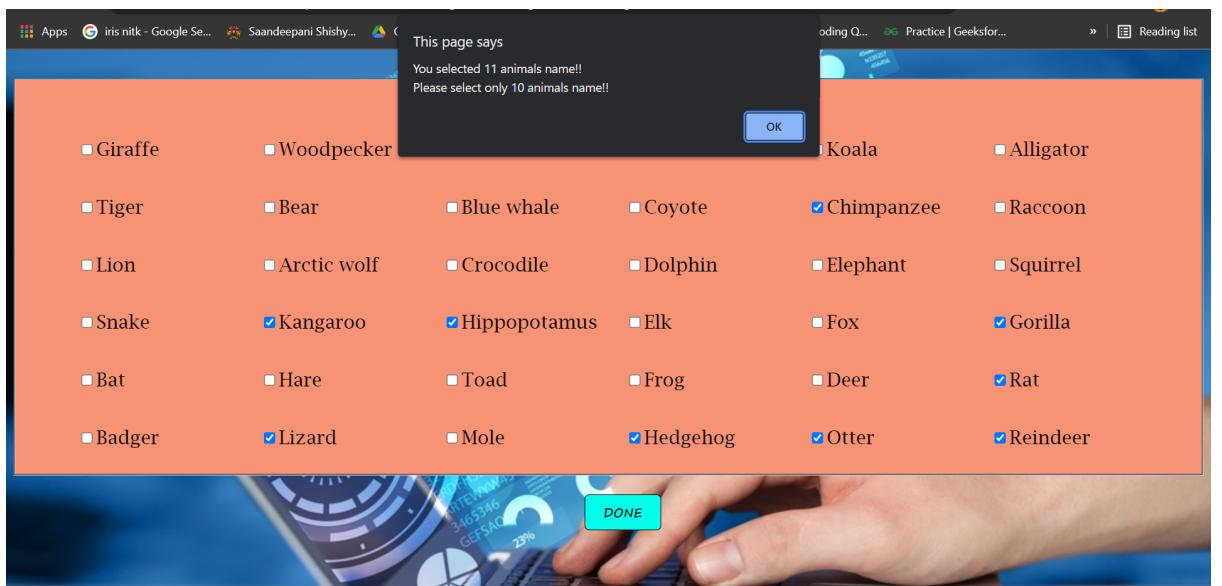


Fig.13 User Selected Animals Name greater than 10.

When user score is 0 :-

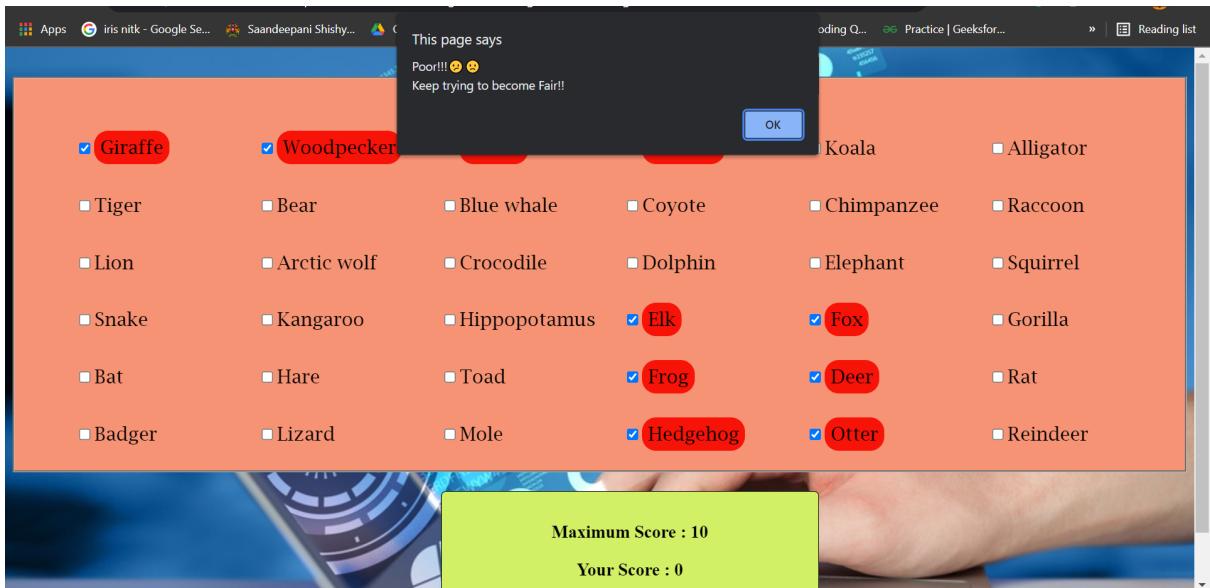


Fig.14 User Score 0.

When user score is between 1 to 4 :-

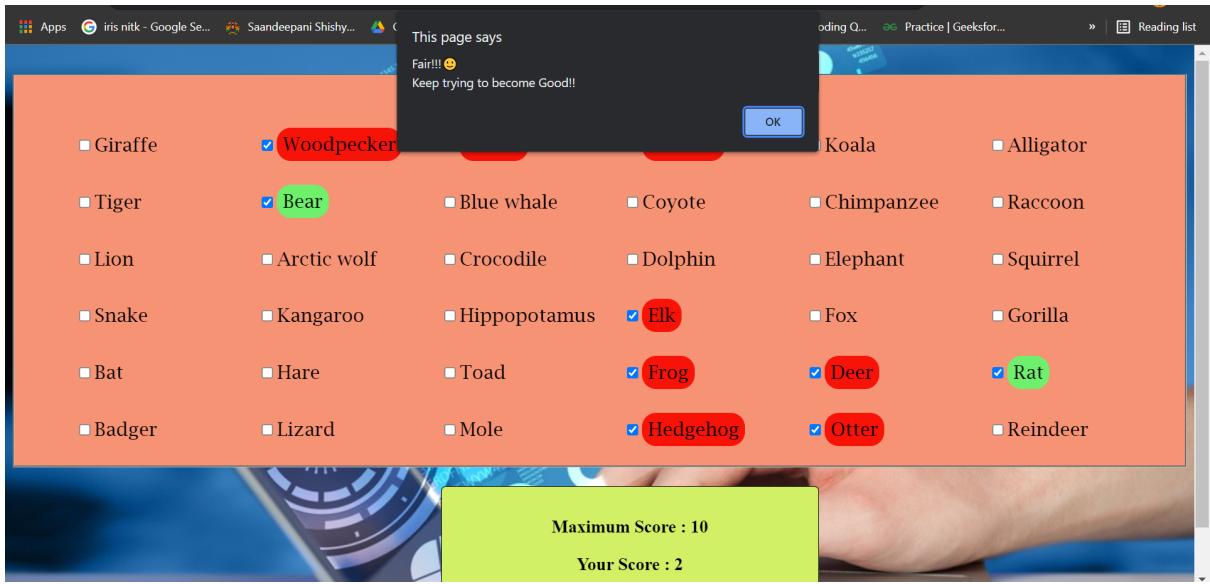


Fig.15 User Score between 1 to 4.

When user score is 5 or 6 :-

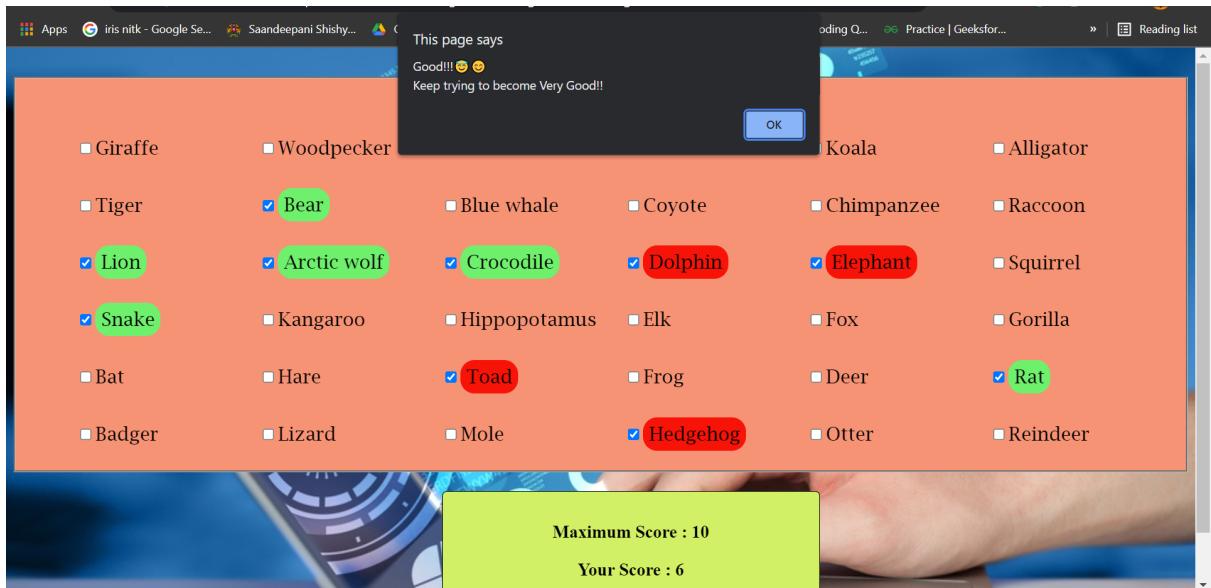


Fig.16 User Score between 5 to 6.

When user score is between 7 or 9 :-

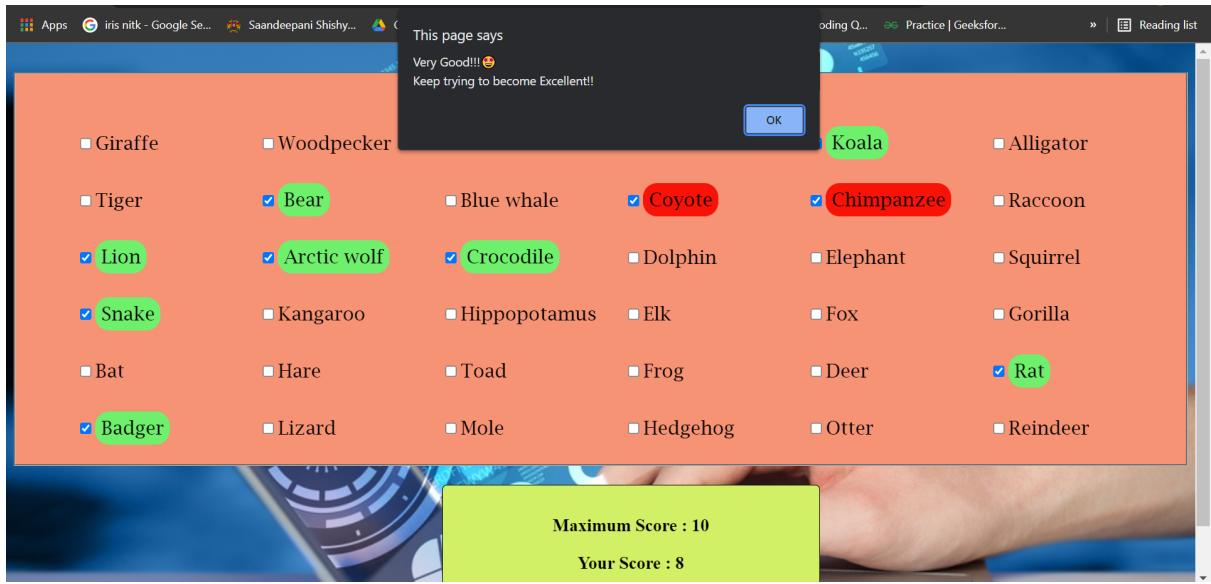


Fig.17 User Score between 7 to 9.

When user score is 10 :-

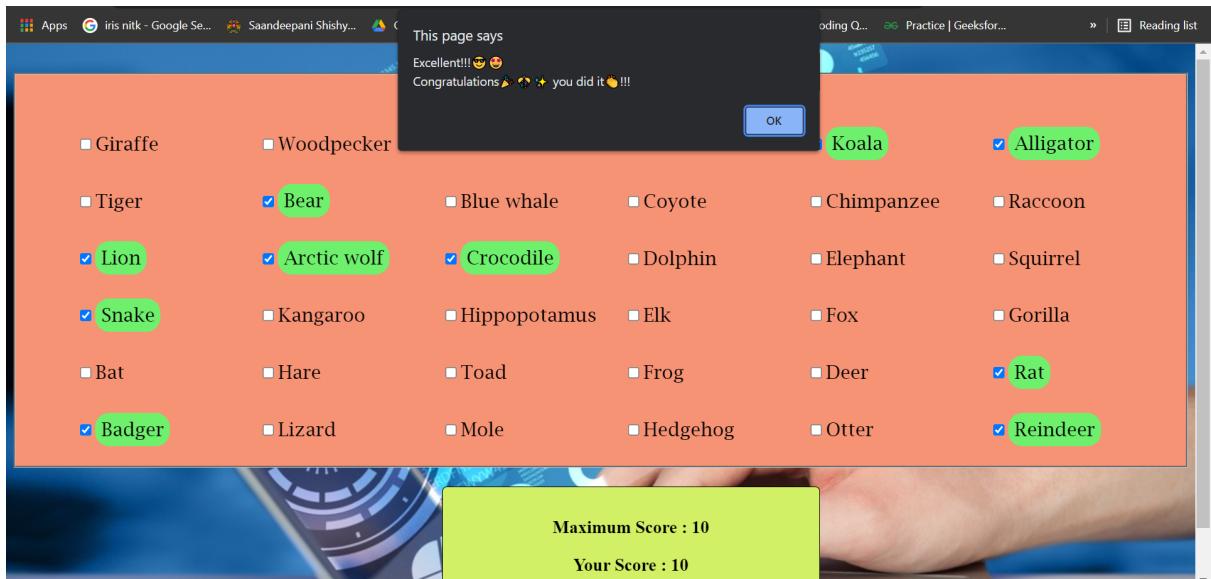


Fig.18 User Score 10.

There is a **QUIT** and **RESTART** button user can choose any one if user clicks on the **QUIT** button he/she will redirect to **home.html** page. Similarly if user clicks on the **RESTART** button he/she will redirect to **instructions.html** page.

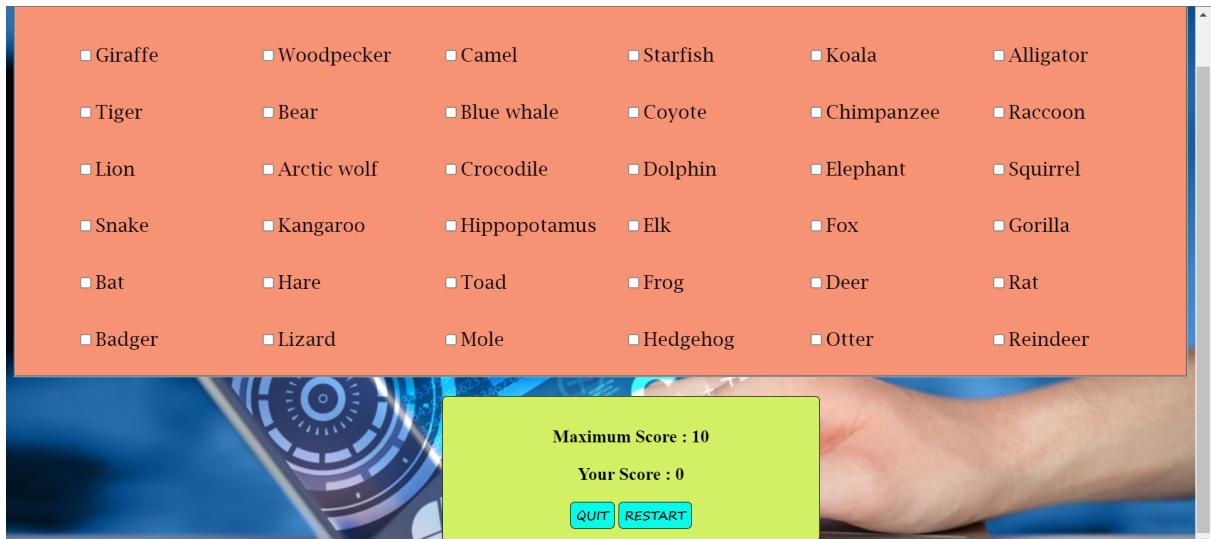


Fig.19 Quit and Restart Button.

● Novelty :-

1. I made it as a game rather than simulation.
2. Added a progress bar to indicate the time elapsed.
3. Random animal names will be displayed each time.
4. At the end the user will know the score and feedback as an alert box message.
5. Validation is done while selecting the animal's name.
6. Users can Restart or Quit the game.

● Conclusion :-

Did you recalled more animals name from the top and bottom than the middle rows?

20 responses

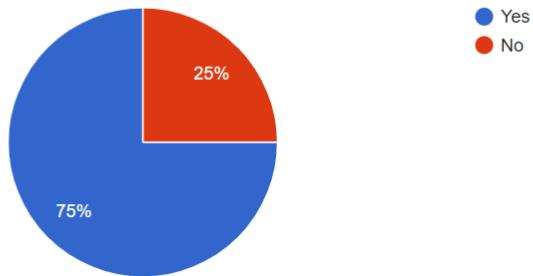


Fig.20 Responses From Users through Google Form.

Did you recalled your favourite animals name most of the time?

20 responses

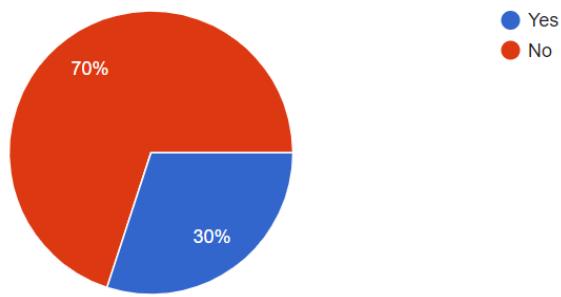


Fig.21 Responses From Users through Google Form..

According to Fig.20 and Fig.21 we can conclude that Most of my friends recalled more words from the top and bottom than the middle rows. Also, It's not depend on their favourite animal's name. This shows the consonance with the Serial Position Effect. This shows the influence of the Serial Position Effect.