

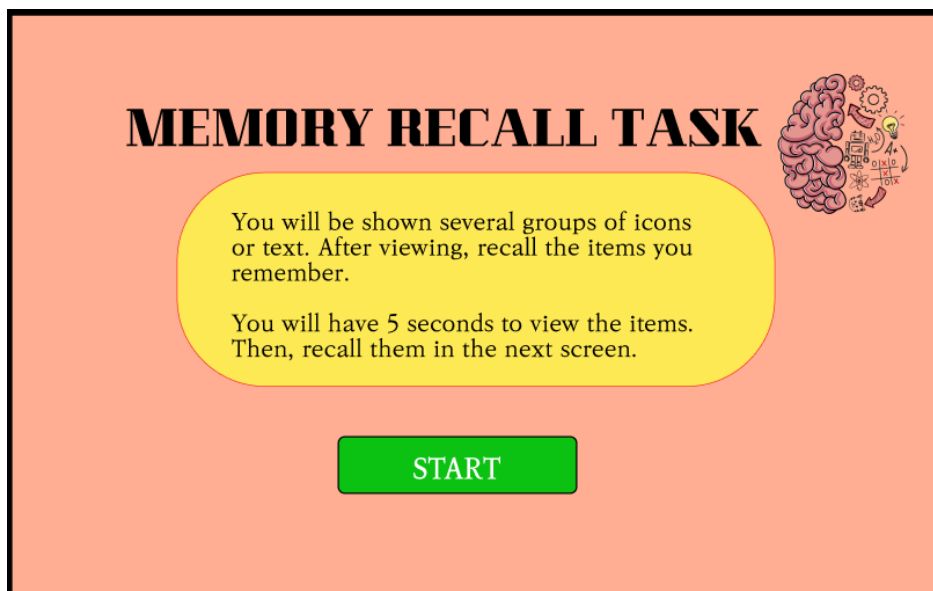
WEEK 2: EFFECT OF CHUNKING ON USER MEMORY

V.Roshini | 230701270 | CSE-FC

About this task:

A memory recall task involves presenting individuals with information to memorize and later recalling or retrieving that information. Typically used in cognitive psychology, these tasks assess the ability to remember and reconstruct past experiences or learned material. In a simple memory recall task, a person may be shown a list of words or images and asked to recall as many items as they can after a brief period. The task helps researchers understand memory processes, such as encoding, storage, and retrieval.

1. First slide: Instruction page



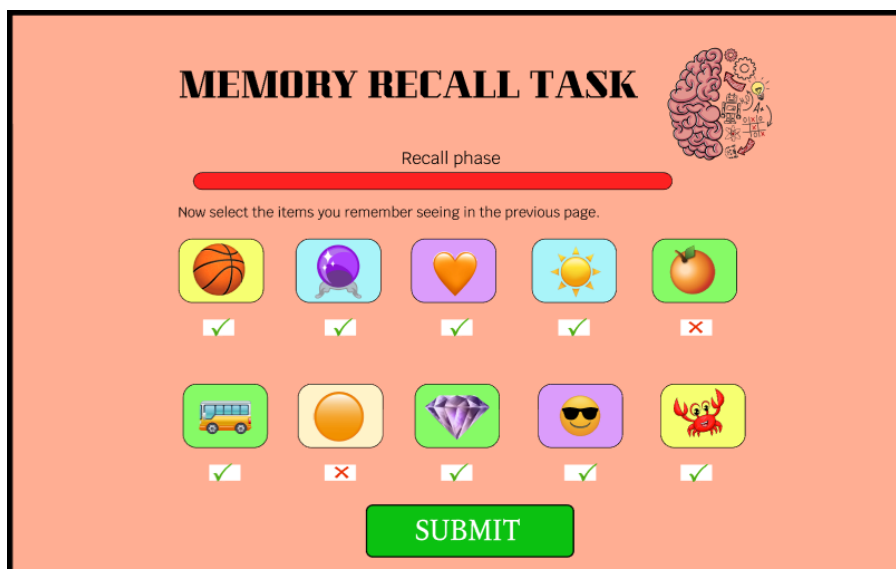
- The page is for a **Memory task**, designed to test the user's ability to remember items after briefly viewing them.
- The user will be shown groups of icons or text, which they must memorize.
- They have **5 seconds** to view the items before they are asked to recall them on the next screen.
- A green "**START**" button initiates the task when clicked.

2. Second slide: Icon memorizing slide



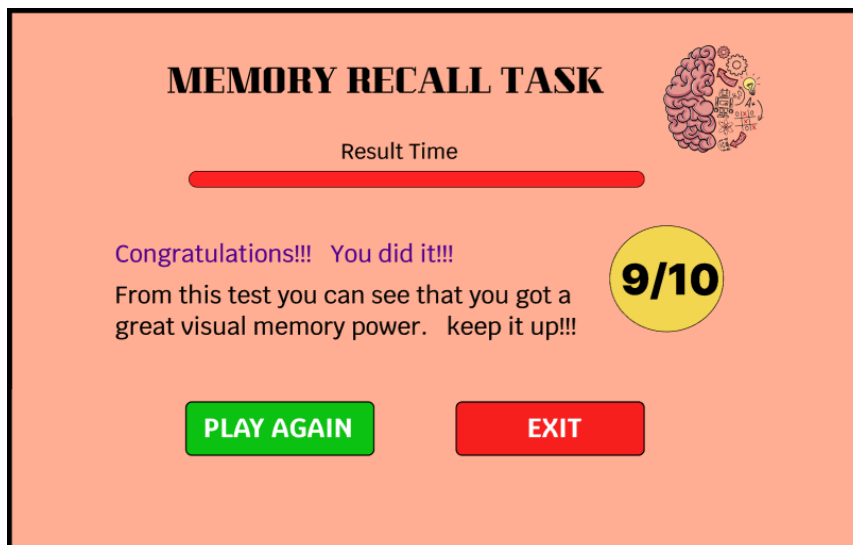
- the user is currently in the **Chunking phase**, where they are suppose to memorize the above icons within the time limit that is for 5 seconds.
- A red progress bar indicates the phase duration, and a brain icon on the top right symbolizes **cognitive processing**.

3. Third slide: Recall Slide



- The user is now in the **Recall phase** of the Memory Task, where they must select the items they remember seeing on the previous screen.
- Each selected item is marked with a **green check (✓)** is for selected options by the user and a **red cross (✗)** is for the non selected ones.
- A **green "SUBMIT" button** allows the user to finalize their answers and proceed to the next step in the task.

4. Fourth slide: Score viewing slide



- This screen shows the **final results** of the **Memory Recall Task**, indicating how well the user performed.
- The user scored **9/10**, which is displayed inside a yellow circle for emphasis.
- **Action Buttons** – Two options are provided:
 - "PLAY AGAIN" (green button) to restart the task.
 - "EXIT" (red button) to leave the task.
- " Play again" button will again take user to first page and restart the game and "Exit" button will end the game right there.