# Exp. 2

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

1. Home Page- Instruction Page

This serves as the entry point for users participating in the memory recall task. It includes a clear title, concise instructions on how the task works, and a "Start" button. The instructions inform users that they will be shown multiple groups of icons or text and will later be asked to recall them. The design ensures clarity and ease of navigation.
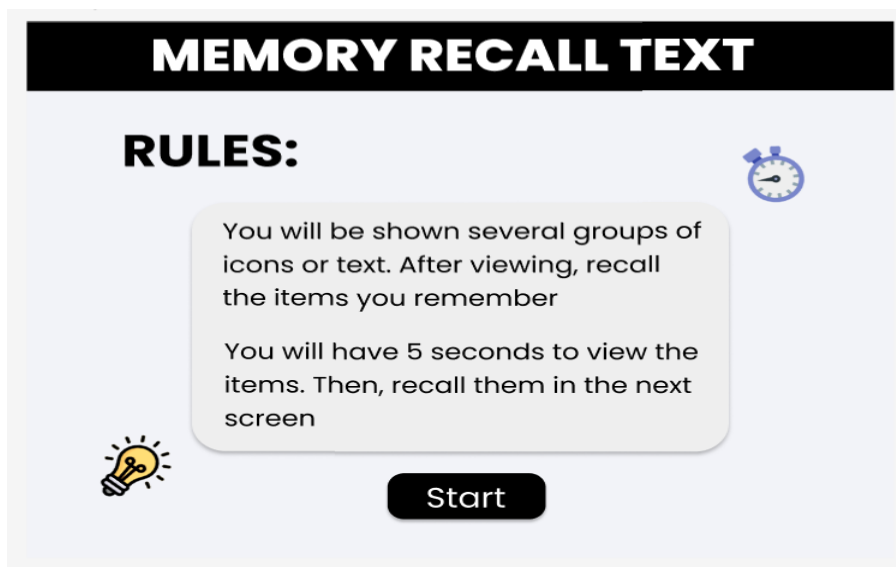

2. Chunking Phase (Display Chunked Items)
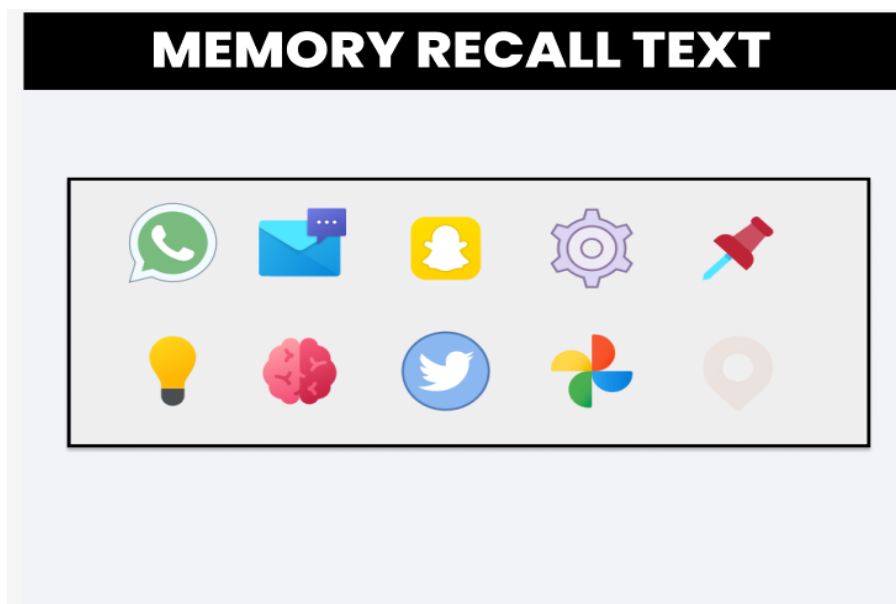
This presents the items in a structured way to aid memory retention. It consists of multiple icons without borders (for implicit chunking). Users have five seconds to view the information before automatically transitioning to the recall phase. The layout ensures optimal visibility and organization, preparing users for the recall task.

3. Recall Phase

In this phase, users attempt to recall the items they previously saw. The checkbox are given and users can select icons they remember. "Submit Recall" button finalizes their input and moves them to the next step. The interface is designed to capture user responses effectively and ensure a smooth transition from the chunking phase.
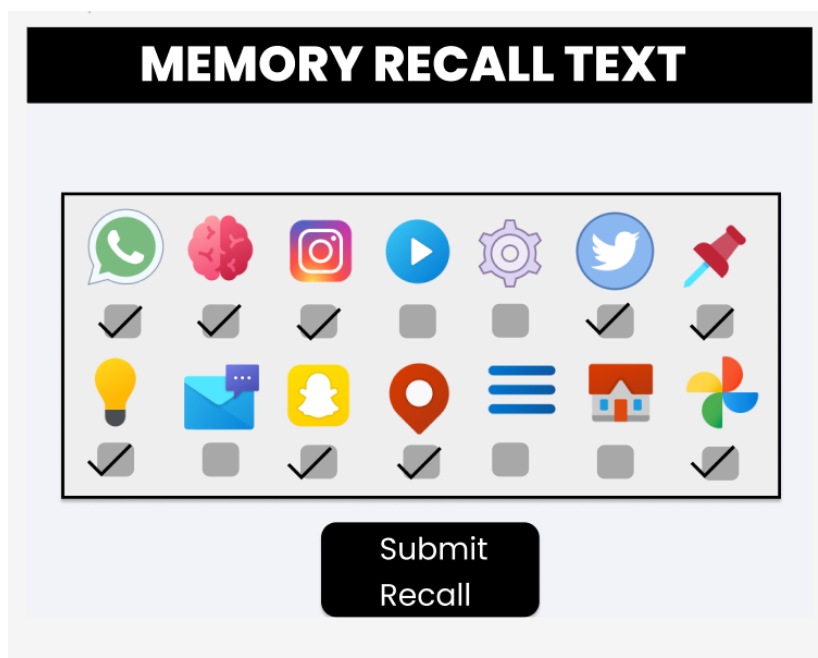
4. Result Screen

This displays the final score of the user

MEMORY RECALL TEXT

Congratulations!!

Your final score is
8/10