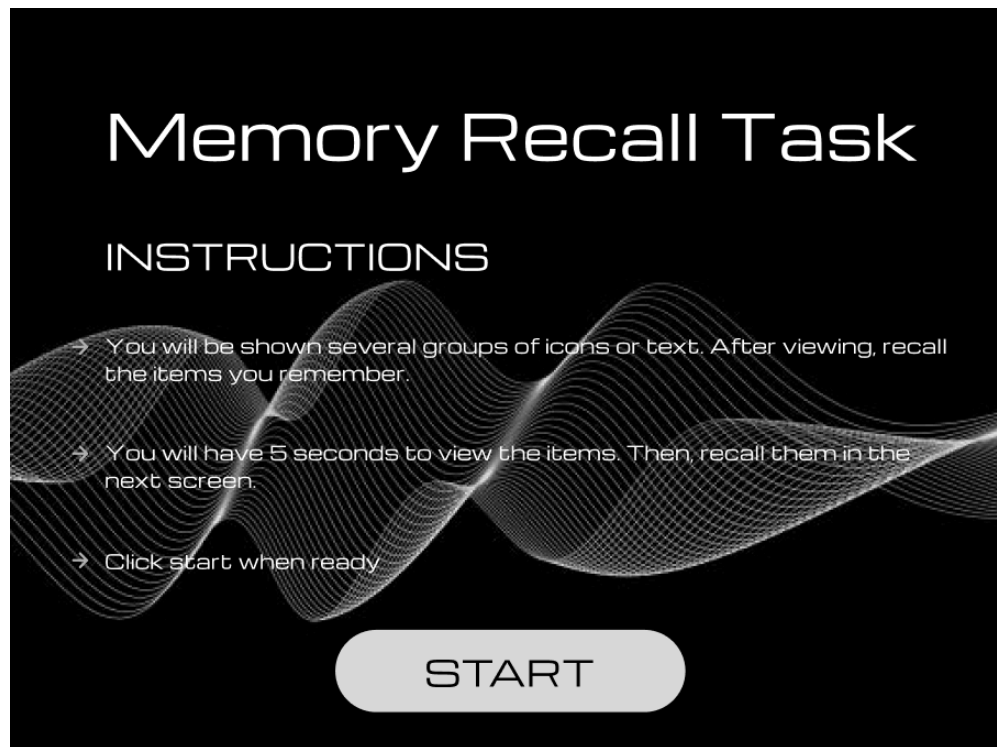


# MEMORY RECALL TASK

## INSTRUCTION STAGE



The Instruction Stage introduces the user to the game and explains how it works. Clear instructions reduce confusion and ensure that participants understand the task before starting.

Key elements:

- Game title: Memory Recall Task
- Brief explanation of the task
- Time limit information (5 seconds viewing time)
- Start button to begin the game

## CHUNKING PHASE



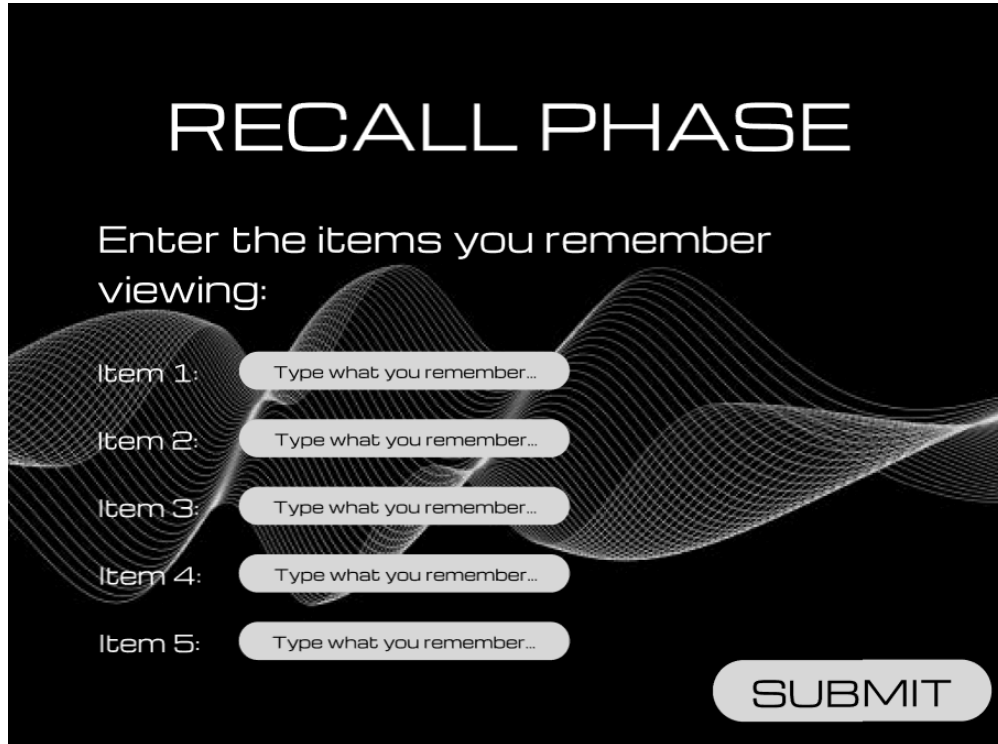
In the Chunking Phase, a set of icons is displayed to the user for a limited time (5 seconds). This phase focuses on encoding information into short-term memory.

Key elements:

- A horizontal group of visual icons
- Countdown timer showing remaining viewing time
- Icons are thematically similar to encourage chunking strategies

Users may naturally group icons (for example, food items) to improve recall efficiency. This leverages the cognitive principle of chunking.

## RECALL PHASE

The image shows a user interface for the 'RECALL PHASE'. It has a black background with white text and decorative white wavy lines. At the top, the title 'RECALL PHASE' is in a large, bold, sans-serif font. Below it, the instruction 'Enter the items you remember viewing:' is in a smaller font. There are five rows, each labeled 'Item 1:' through 'Item 5:' on the left. To the right of each label is a light gray rounded rectangular input field containing the placeholder text 'Type what you remember...'. At the bottom right of the interface is a large, light gray rounded rectangular button with the word 'SUBMIT' in bold, uppercase letters.

RECALL PHASE

Enter the items you remember viewing:

Item 1: Type what you remember...

Item 2: Type what you remember...

Item 3: Type what you remember...

Item 4: Type what you remember...

Item 5: Type what you remember...

SUBMIT

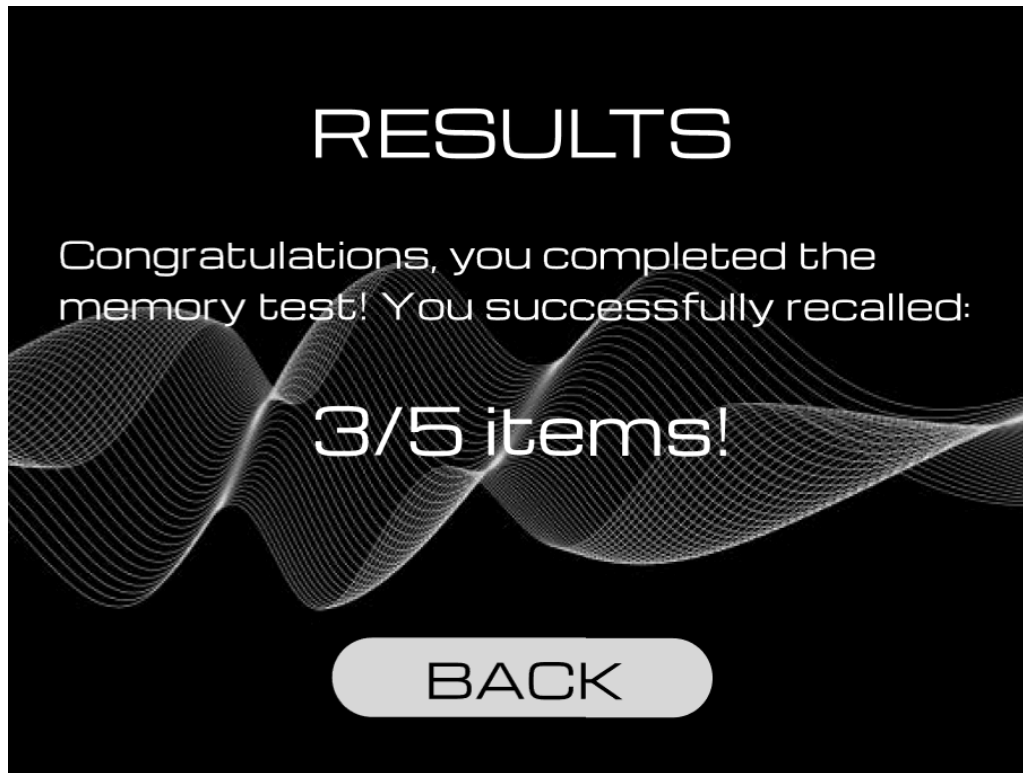
During the Recall Phase, the icons are no longer visible. The user is asked to type the items they remember seeing.

Key elements:

- Input fields labeled Item 1 to Item 5
- Placeholder text prompting memory recall
- Submit button to finalize responses

This phase measures how effectively the user encoded and retained the visual information.

## RESULTS STAGE



The Results Stage provides feedback to the user based on their performance.

Key elements:

- Completion message
- Score displayed as number of correctly recalled items (e.g., 3/5)
- Back button to return or restart the game

This feedback helps users understand their memory performance and encourages repeated attempts.