

## EX No 2:

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

### Figma – How to Setting Up the UI

#### A. Home Screen (It contains Instruction Page)

##### Step 1: Create a Frame:

- In Figma, create a new frame (File → New Frame). Set the size to **1024x768px** for a standard desktop view.
- This will be your **Home Screen** where users start the task.

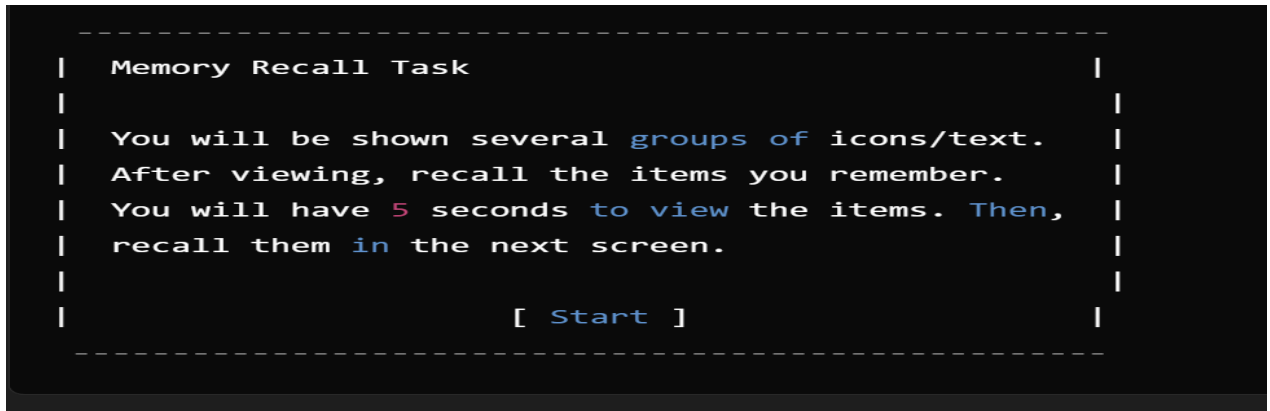
##### Step 2: Add Instructions:

- Use the **Text Tool (T)** to add a heading like "Memory Recall Task."
- Add a smaller body of text with instructions such as:
  - "You will be shown several groups of icons or text. After viewing, recall the items you remember."
- Use the **Text Tool (T)** to add more detailed instructions like "You will have 5 seconds to view the items. Then, recall them in the next screen."

##### Step 3: Start Button:

- Create a button at the bottom of the screen. To do this:
  - Draw a **Rectangle (R)** for the button.
  - Use the **Text Tool (T)** to add "Start."
  - Style the button (color, border radius) to make it stand out.
  - Use **Figma's Prototyping Tools** (top bar → Prototype) to link this button to the next screen (Chunking Phase).
  - You can also use **interactive components** like hover effects for more realism.

Sample Output of (Step A) Looks like this (Need not to be the same)



## B. Chunking Phase (It Display Chunked Items)

### Step 1: Create a New Frame:

- Create a new frame for the **Chunking Phase** (the second screen). This frame will display the icons or text.

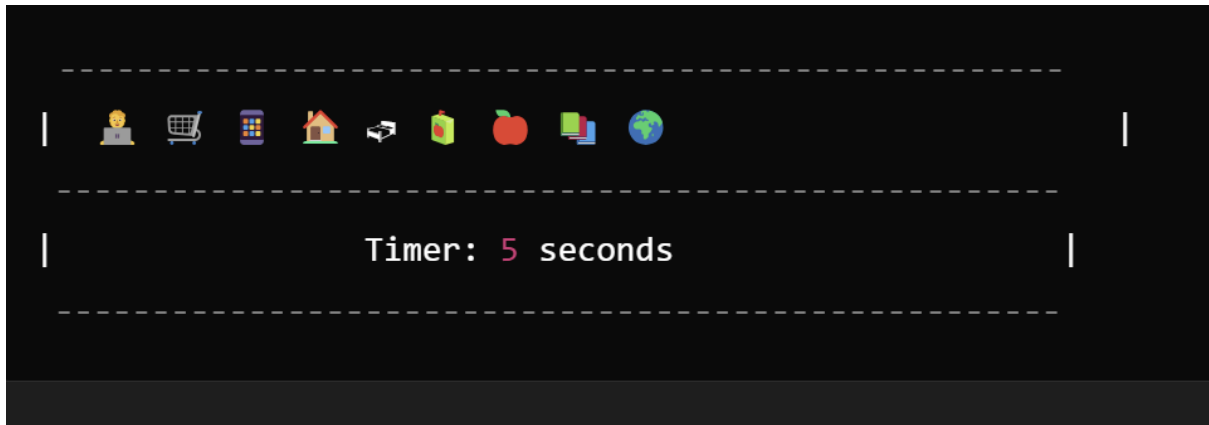
### Step 2: Design Chunked Items:

- Use **icons** or **text blocks** that users will have to recall. If you're using text, it could be short phrases or words. If you're using icons, you can either import them from **Figma's resources** or draw simple shapes using Figma's drawing tools.
- **For Chunking with Borders:**
  - Group 3-5 icons or text together in a box (use the **Rectangle Tool (R)**) to visually represent a chunk. You might want to create 3-4 groups.
  - Space these chunks out with some empty space in between them to ensure users can identify each chunk.
- **For Chunking without Borders:**
  - Place the elements next to each other without clear separation. This can be done by not using boxes and just visually mixing the items.

### Step 3: Set the Viewing Time:

- **Time Simulation:** Figma does not have true timers, but you can simulate a fixed time by setting the next screen transition after 5 seconds:
  - Select the entire **Frame (Chunking Phase)**.
  - Under the **Prototype** tab, link this frame to the next screen (Recall Phase).
  - Set the interaction to "After Delay" and enter 5000ms (5 seconds).

Sample Output of (Step B) Looks like this (Need not to be the same)



### C. Recall Phase

#### Step 1: Create a New Frame for Recall:

- This is where the user will recall the items they saw in the previous chunking phase.

#### Step 2: Recall Input (Multiple-choice or Text Input):

- **Option 1: Multiple-Choice:**
  - Create multiple options for the user to select (e.g., 4-5 icons or text options).
  - Use **Checkboxes** or **Radio buttons** to allow users to select what they remember.
  - Add a question at the top: "Select the items you remember seeing."
- **Option 2: Text Input:**
  - Create **Text Input Fields** where users can type what they remember. Create 3-5 input fields depending on how many chunks you showed.
  - This can be done by selecting the **Text Tool (T)**, adding a label ("Item 1", "Item 2"), and setting up input boxes.

#### Step 3: Submit Button:

- Create a **Submit** button at the bottom using the **Rectangle Tool (R)** and adding text like "Submit Recall."
- Add an interaction to move to the **Feedback Screen** after submission.

Sample Output of the Visual Appearance of the Recall Phase (Step C) in Figma (Text Input Fields):

```

-----
|   Enter the items you remember:   |
|                                  |
|   Item 1: [ _____ ]         |
|   Item 2: [ _____ ]         |
|   Item 3: [ _____ ]         |
|                                  |
|                                [ Submit ]                                |
|                                  |
|-----

```

Sample Output of the Visual Appearance of the Recall Phase (Step C) in Figma  
(Multiple Choice):

```

-----
|   Select the items you remember:   |
|                                  |
|   ( ) 🧑 ( ) 🏠 ( ) 🍎         |
|   ( ) 📦 ( ) 📺 ( ) 🧑         |
|                                  |
|                                [ Submit ]                                |
|                                  |
|-----

```

#### D. Result Screen

##### 1. Create a Feedback Screen:

- After the user submits their recall, provide feedback.
- Add text like: “You recalled 4/5 items correctly!” or “Good job, you remembered 3 out of 5 items.”

##### 2. Analyze:

- For your experiment, you can vary the **chunk size** (3 vs. 5 items per chunk) and the **chunk type** (icons vs. text) across different test sessions to evaluate their impact on recall.

Sample Output of Visual Appearance of the Result Screen in Figma:

```

-----
|   You recalled 4/5 items correctly!   |
|                                  |
|                                [ Next ]                                |
|                                  |
|-----

```

OUTPUT:-



figma.com/proto/g6Bf



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## MEMORY RECALL TASK



start



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24





figma.com/proto/g6Bf



24



game over