Memory Recall Task UI Design Report

I designed a Memory Recall Task to evaluate and enhance users' memory abilities using Figma. The task presents a set of icons or text for a short duration and then asks users to recall what they saw.

Components

• The interface includes four main screens: Home, Viewing, Recall, and Results.
 • The Home screen provides a short description of the task along with a start button.
 • The Viewing screen displays the items for five seconds and includes a countdown timer.
 • The Recall screen shows multiple options, allowing users to select the items they remember, followed by a submit button.
 • The Results screen displays the number of correct responses and provides encouraging feedback.

Prototyping

The navigation follows a simple and logical flow, making the task easy to understand. Users begin by reading instructions, view the items, recall and select them, and finally see their results. Interactive elements such as buttons and selection controls ensure a smooth and user-friendly experience.
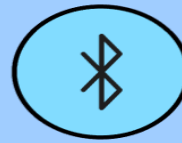
MEMORY RECALL TASK

You will be shown several groups of icons or text. After viewing, recall the items you remember.

You will have 5 SECONDS to view the items. Then, recall them in the next screen.

START

TIMER 5 SECONDS

SELECT ITEMS YOU REMEMBER

- ○ *(Bluetooth)*
- ○ *(Snapchat)*
- ○ *(Home)*
- ○ *(Instagram)*

- ○ *(G)*
- ○ *(Music)*
- ○ *(Android)*
- ○ *(Wifi)*

GREAT JOB!

You recalled **3/5** items correctly.
You have a fantastic memory.