EXP NO:1A
TITLE: Chunking

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

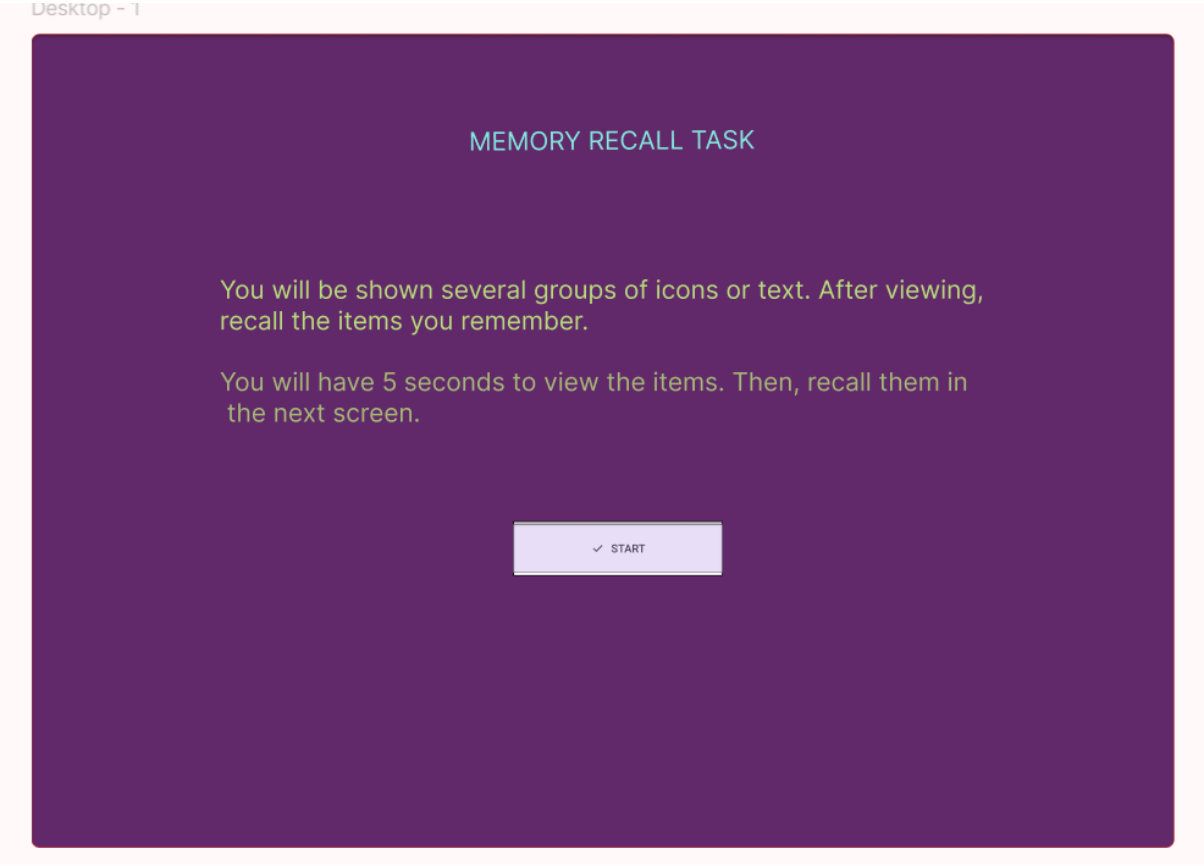
PROCEDURE:

1. Create Home Screen:
    - Add a 1024x768px frame (File → New Frame).
    - Insert a title ("Memory Recall Task") and instructions using the Text Tool (T).
    - Design a "Start" button (Rectangle + Text) and link it to the Chunking Phase via Prototype mode.
2. Set Up Chunking Phase:
    - Create a new frame for the chunking display.
    - Add icons or text that users need to remember.
3. Apply Chunking Techniques:
    - Chunking with Borders: Group 3-5 items using Rectangles (R).
    - Chunking without Borders: Place items close together without clear separation.
4. Simulate Viewing Time:
    - Select the Chunking Phase frame, go to Prototype mode, and set an "After Delay" transition (5000ms) to the Recall Phase.
5. Create Recall Phase UI:
    - Add a new frame for user input.
    - Add a question: "Select the items you remember seeing."
6. Design Recall Options:
    - Multiple-choice method: Add checkboxes/radio buttons.
    - Text input method: Create labeled text input fields (e.g., "Item 1").
7. Create Submit Button:
    - Design a "Submit Recall" button (Rectangle + Text).
    - Link it to the Result Screen in Prototype mode.
8. Create Result Screen:
    - Add a title (e.g., "Your Recall Score") and feedback text (e.g., "You recalled 4/5 items!").
9. Provide Analysis:
    - Test different chunk sizes (3 vs. 5 items) and content types (icons vs. text).
10. Final Testing & Sharing:

- Click Play to preview the prototype.

- Use the Share button to invite testers.

OUTPUT:



Desktop - 2

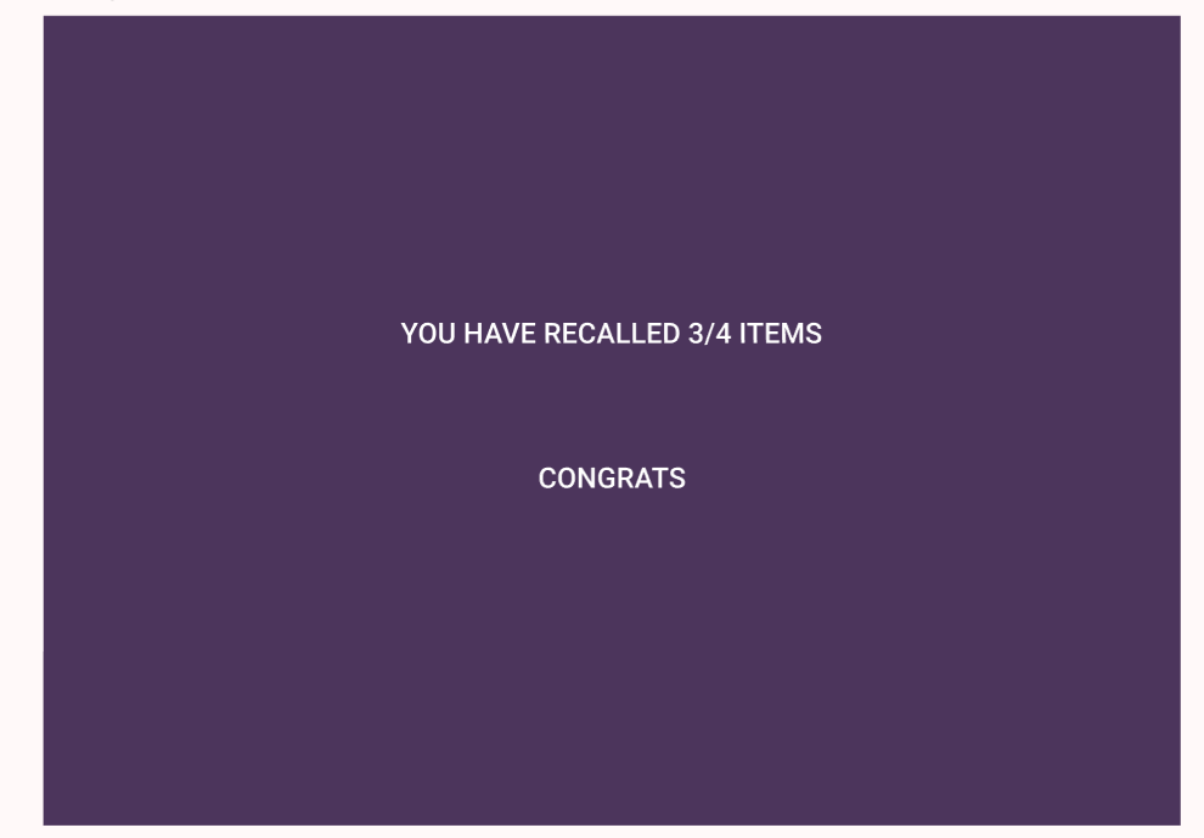
CHUNKING PHASE

TIMER : 5 secs

ENTER THE ITEMS THAT YOU REMEMBER

- [ ] Clock
- [ ] Microphone
- [ ] Pin
- [ ] Calendar
- [ ] App Logo

SUBMIT



LINK: https://www.figma.com/proto/D2f1klhbGtiXG1qKwfljFP/EXP-2?node-id=12-77&p=f&t=SOgG9NJw9R33IjZP-1&scaling=min-zoom&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=1%3A2

RESULT:

The Memory Recall UI successfully tests chunking effects by displaying grouped icons/text, prompting recall, and providing feedback on user memory accuracy.