IT 351 Human Computer Interaction
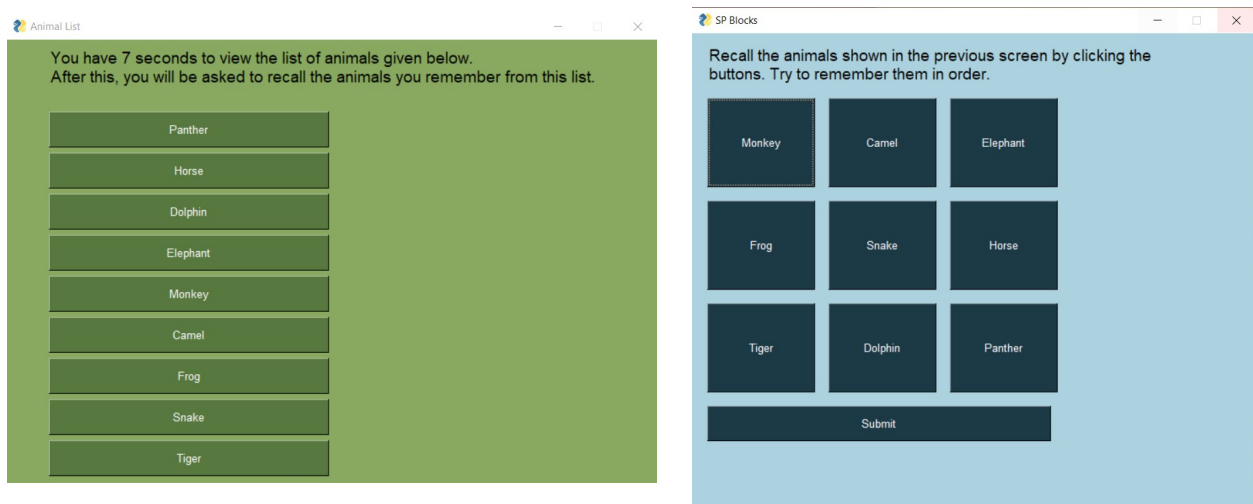# Lab 2 – SPE: Better GUI

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Improve the user interface with some creative ideas, for the serial position effect experiment done in Lab 1.
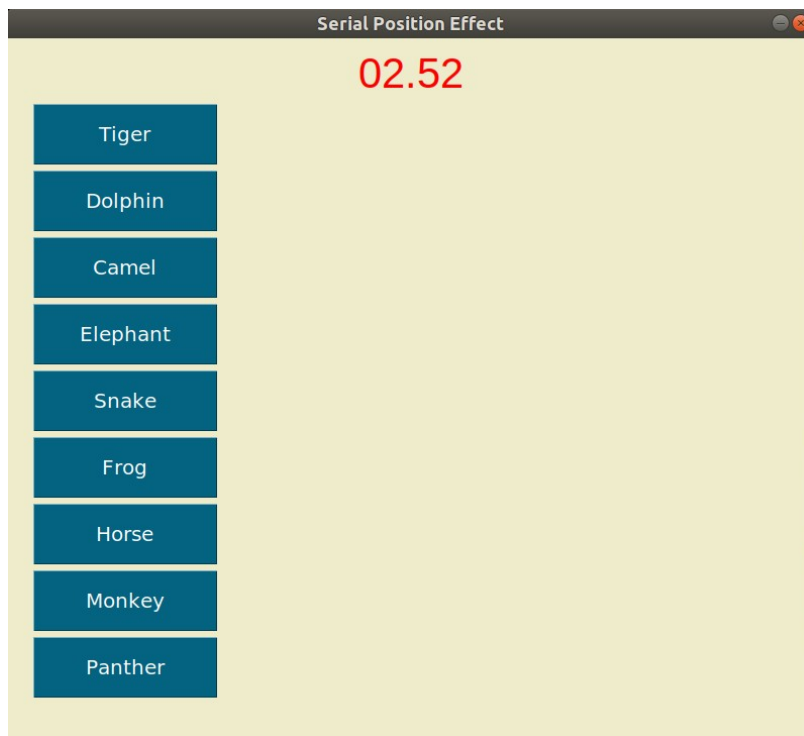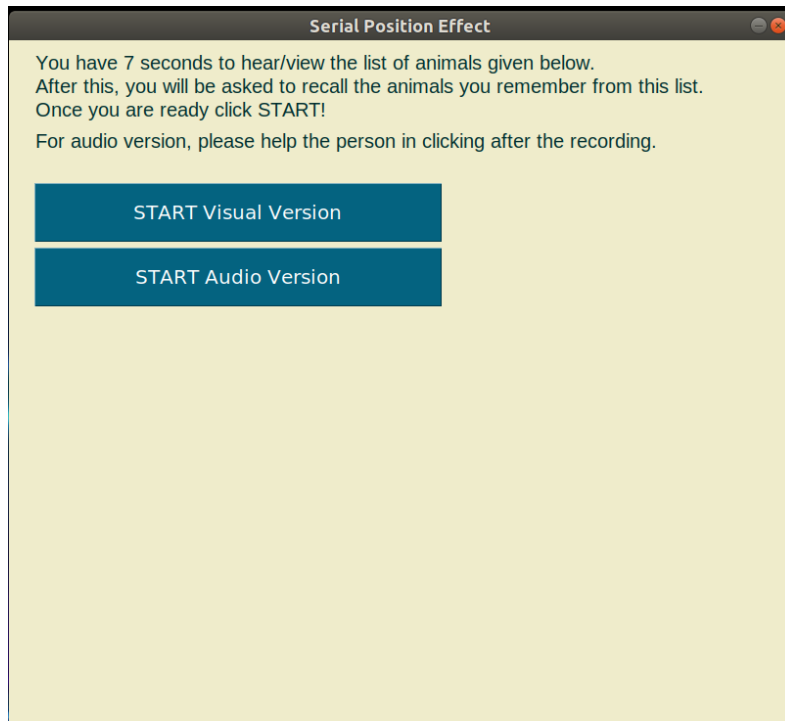
Improvements Done

- A **separate home screen** is designed which gives the game instructions and has a **START** button to begin the game.

- **2 modes of gaming -** audio and visual versions are now provided which can enable visually impaired people to also participate with minimum support. The serial position effect is studied in the audio mode too.

- A **persistent timer** is now included to keep track of time when viewing/hearing the list of animals.

- UI guidelines were attended to by having **contrasting colors** for the buttons, background, text and timer – to clearly view the text.

- **Uniform window size** was maintained and **uniform theme** applied.

- After the game is played, the **recall frequency** along with **recalled indices** is displayed immediately.

- A **PLAY AGAIN** button is added to help players replay the game easily, study the experiment in audio and visual ways.

GUI BEFORE

GUI AFTER

Serial Position Effect

You have 7 seconds to hear/view the list of animals given below.
After this, you will be asked to recall the animals you remember from this list.
Once you are ready click START!

For audio version, please help the person in clicking after the recording.

START Visual Version

START Audio Version

Serial Position Effect

02.52

Tiger

Dolphin

Camel

Elephant

Snake

Frog

Horse

Monkey

Panther

Analysis

- The Serial Position Effect is verified in audio mode too.

- With the improved UI/UX, people of different age groups can play the game and visually impaired people are supported as well with minimum effort. Overall the user experience and satisfaction is improved.