


# Miniprojekt - FID

**PDP4 - gr480**



Let me train my short term memory today, with this gadget.



Okay, the generated pattern is: Green, red and then yellow.

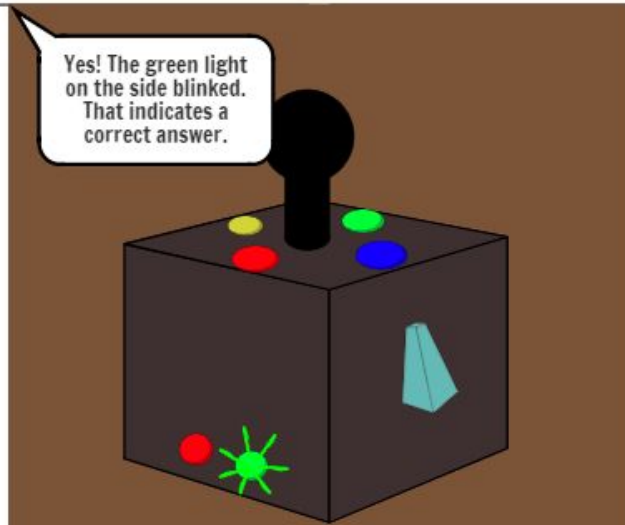


Let me try and imitate that same pattern, using the joystick


Okay, Green first

And finally, yellow.

Then red second.

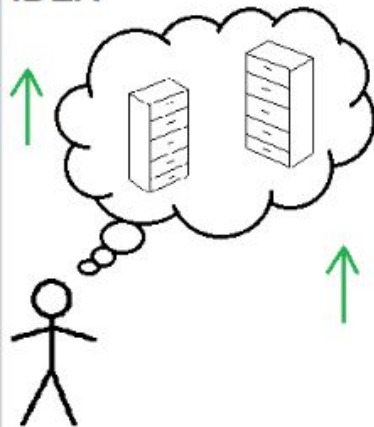


Yes! The green light on the side blinked. That indicates a correct answer.



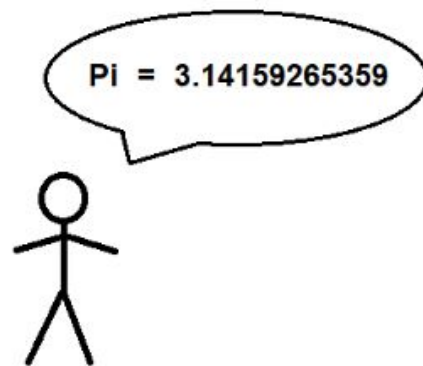
That exercise really tested my memory capabilities

## IDEA



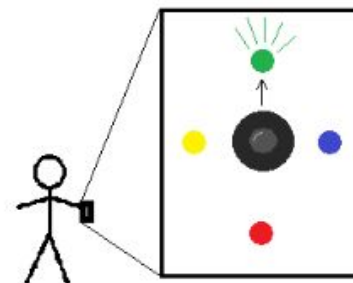
*The system is supposed to strengthen short term memory*

## METAPHOR



*Memory tasks*

## MODEL

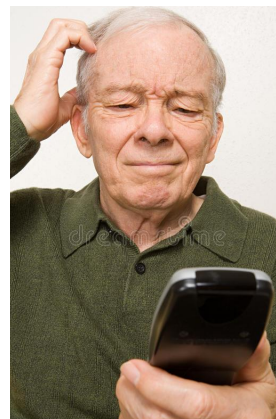


## DISPLAY



*Physical appearance of the final product*

## ERROR



**Can't Remember**

## SCENARIO

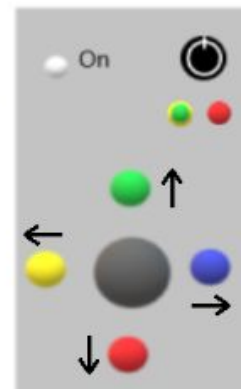


*It's possible to train short term memory everywhere*

## TASK

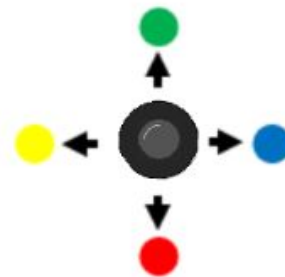
*tilfældig rækkefølge:*

- 1
- 2
- 3
- 4
- 5



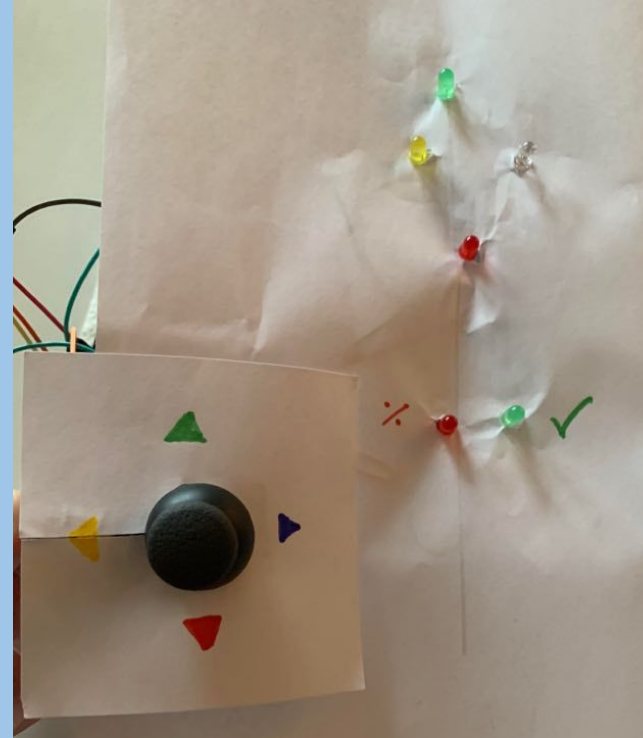
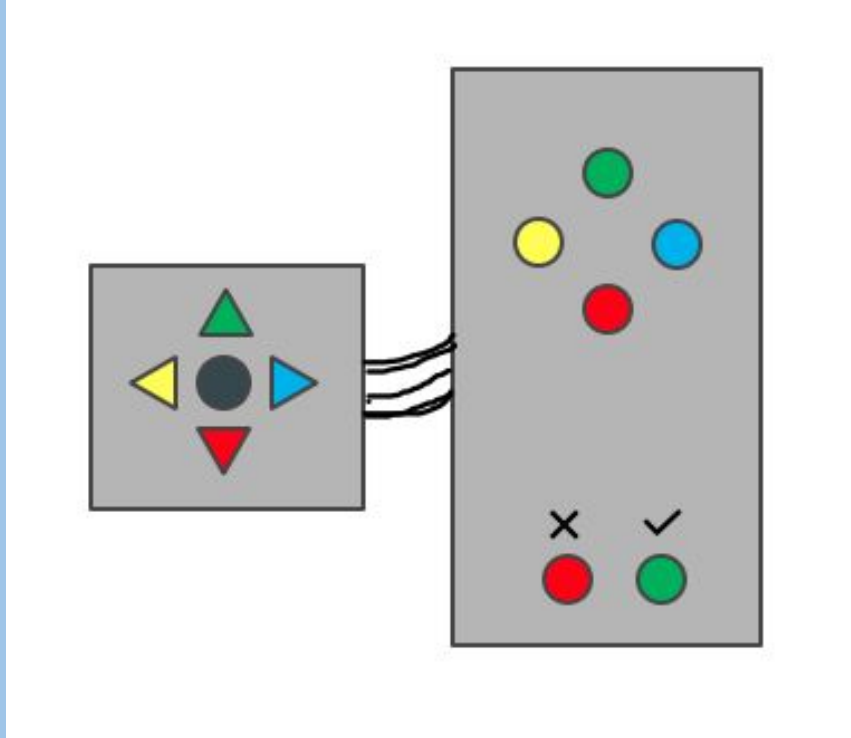
*Imitate the pattern, using the joystick, that the LED's present*

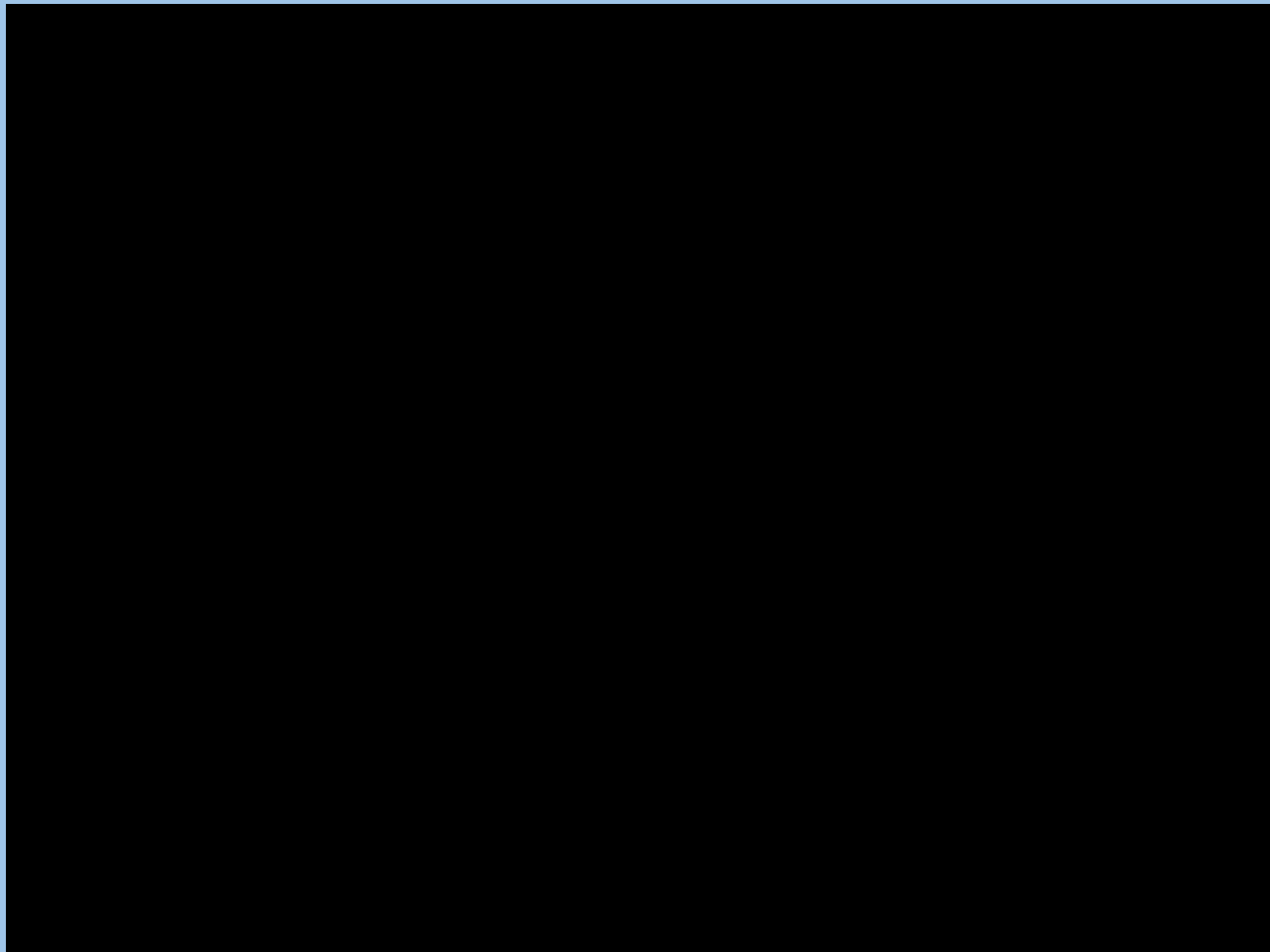
## CONTROL

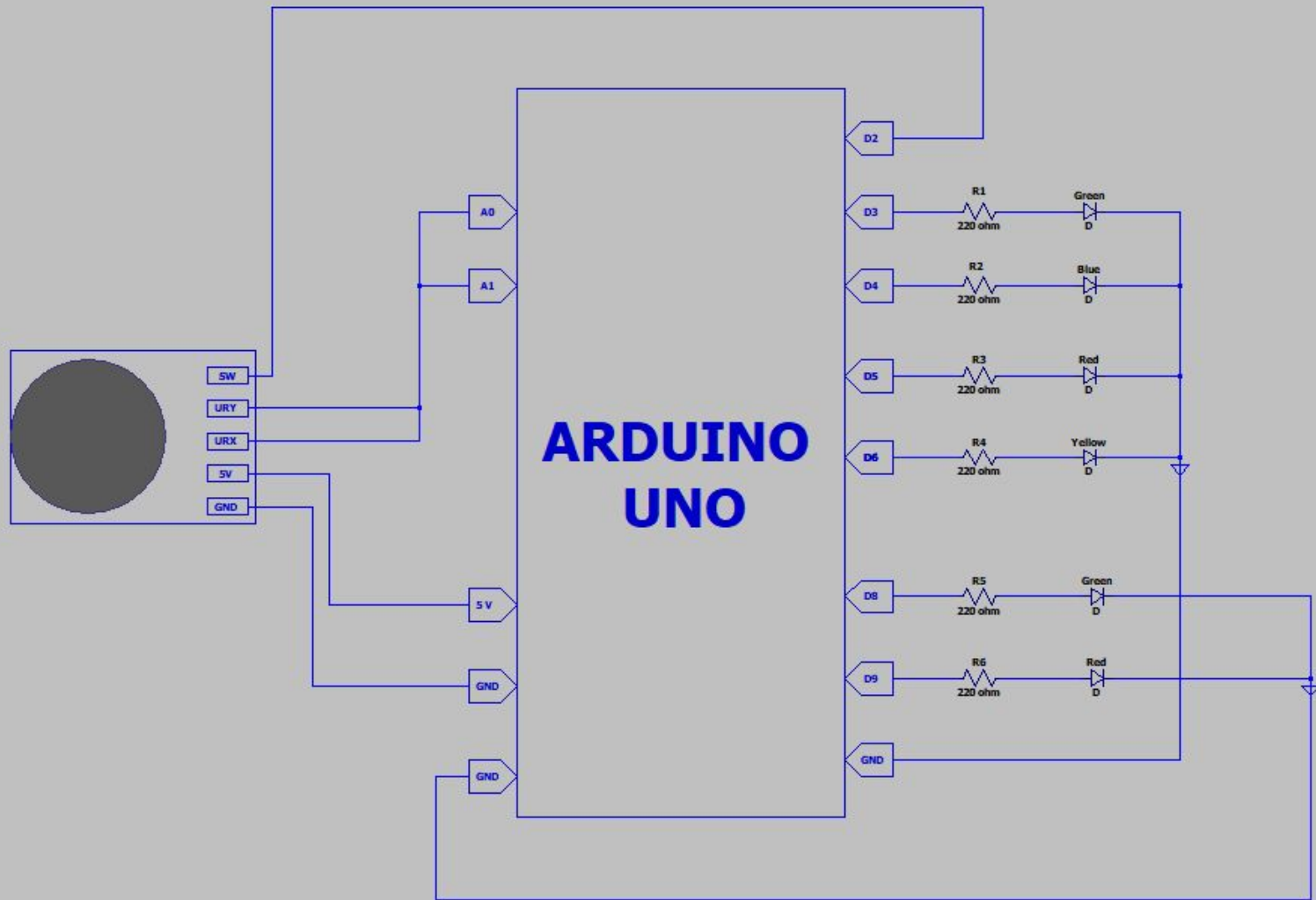


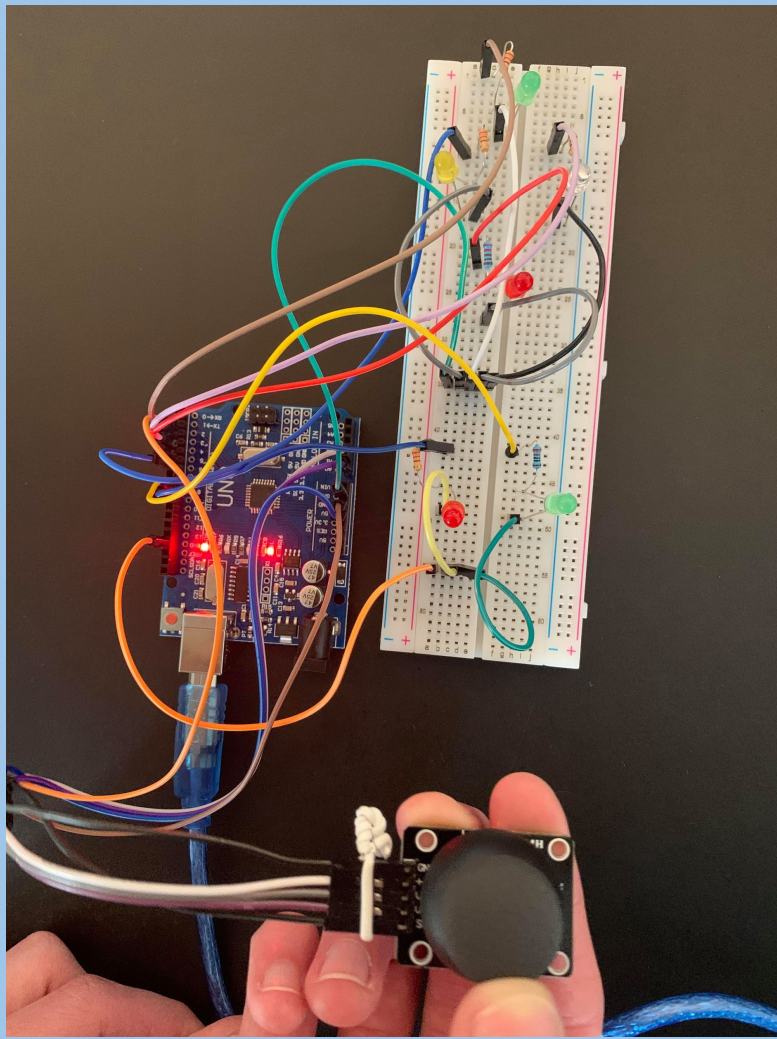
*Push the joystick around (LED's light up when registered)*

# Prototype



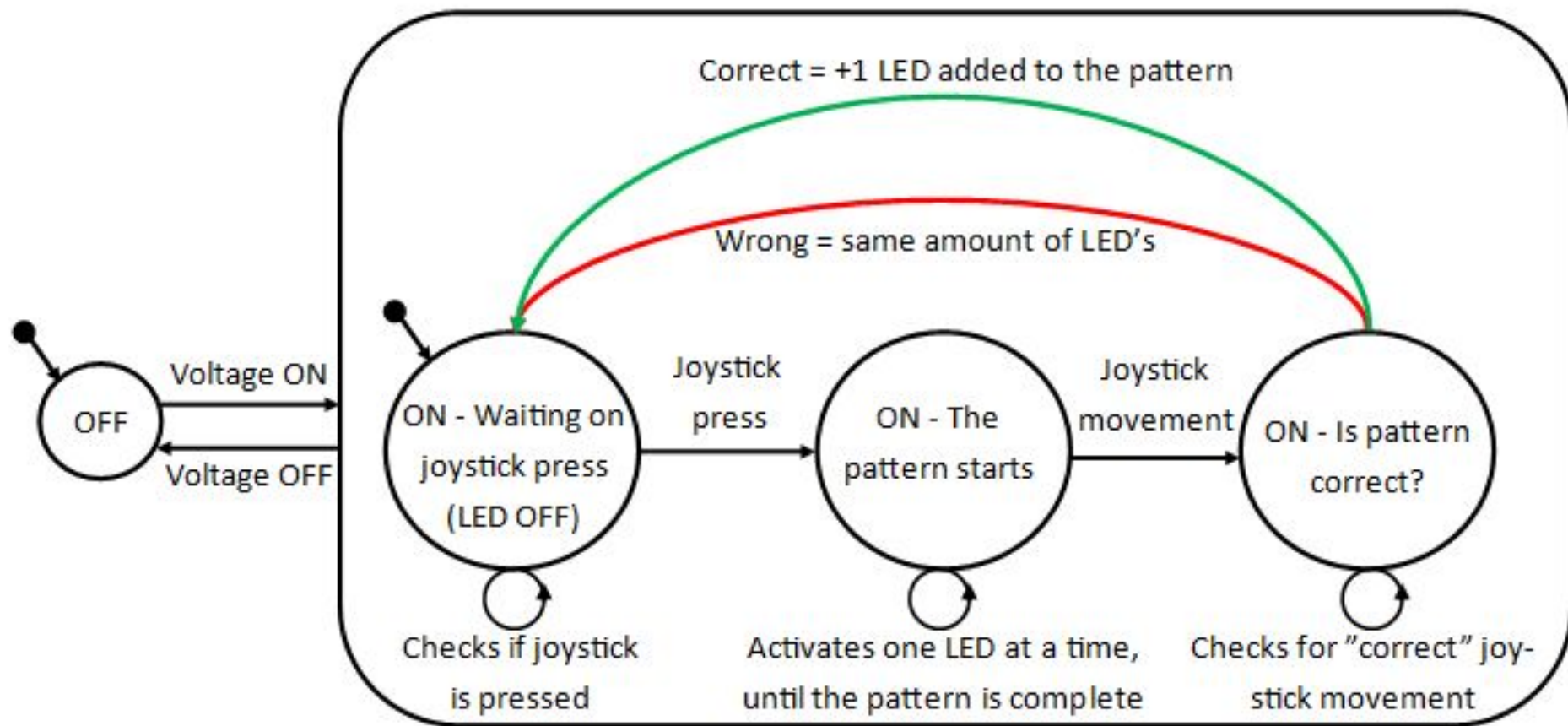








# State model



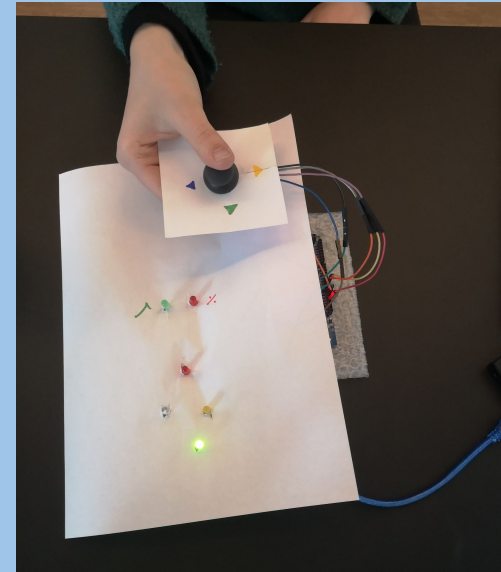
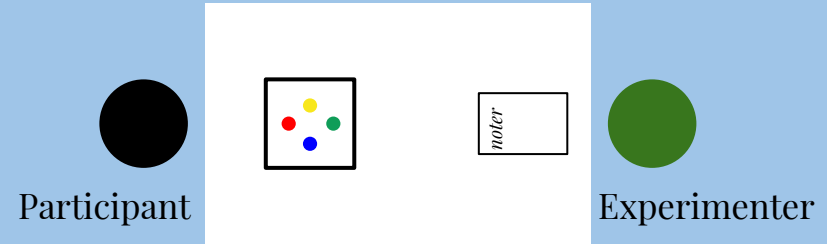


# Mapping

State	indicator of current state	Affordance	Signifier	Feed-forward	Feedback	New State	Indicator of new state
<b>On (joystick)</b>	The LED's start to light up, in a random pattern.	The joystick is pressable. (like a button)	The joystick looks like a button	Runs a new pattern, when the button is pressed again	The LED's are on, and tactile feedback is recieved, as the button is pressed.	The LED's are off, and awaiting user input	LED's are off
<b>On - input from joystick</b>	LED's are turned off	The joystick is moveable in the 4 directions	The joystick looks like it can be rotated 360°	When the joystick is moved in a direction, it will automatically move back when released. Feedforward is that u can move the joystick in a new direction.	The LED's are on, when the joystick is moved their direction.	The user is told if the pattern is right/wrong. The joystick resets and is ready for a new sequence	A green/red LED lights up for a respectively right/wrong response
<b>On - true/false</b>	A green/red LED lights up for a respectively right/wrong response	N/A	Checkmark (true - green LED) og X-mark (false - red LED)	It is expected that the red/green LED light up, when a pattern is imitated with the joystick	A green/red LED lights up for a respectively right/wrong response	If the pattern is right then the number of LED's is increased by +1. There happens nothing if the answer is wrong.	The LED's are turned off and the system has registered the outcome.

# Mental model elicitation

- Experiment/evaluation
- Program
- Joysticket



# Result

- Red LED
- Wrong pattern
- Joystick button

