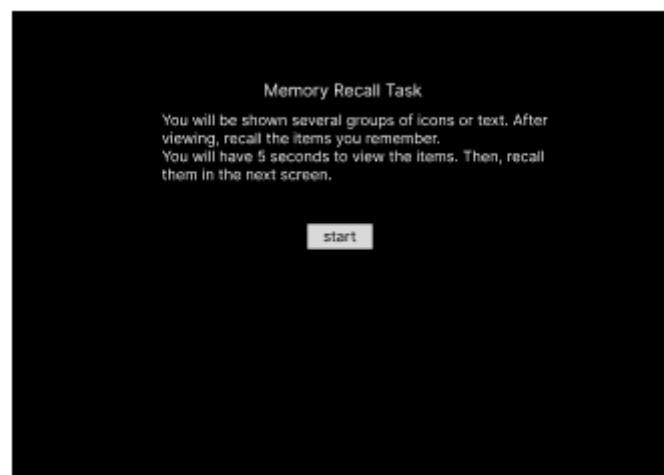


UI/UX Design: Memory Recall Task – Evaluating Chunking Effect

This UI/UX design is meant to **test how well users recall visual elements (icons or text)** under different conditions. The goal is to **evaluate the effect of chunking** on memory performance.

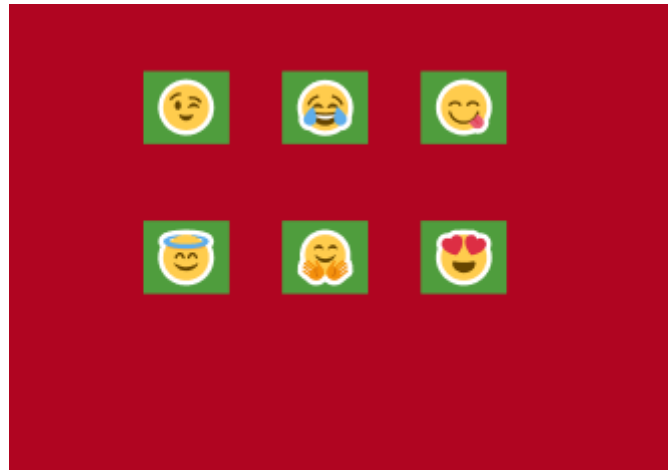
Chunking is a **cognitive strategy** that groups information into meaningful sets, making it easier to remember. This design will compare **chunked vs. unchunked information** to analyze **memory efficiency**.

1. **Users view a set of visual elements** (icons or text) for a **limited time (e.g., 5 seconds)**
2. **After viewing, elements disappear.**
3. **Users attempt to recall & select** the items they remember.
4. **The system provides feedback** on recall accuracy.
5. **Performance is compared between chunked & unchunked conditions.**



- You will be shown several **groups of icons/text**.
- After viewing, recall the items you remember.
- You will have **5 seconds** to view the items. Then, recall them in the next screen.

Button: “[Start]” to begin the task.



Purpose: Displays elements for the user to memorize.

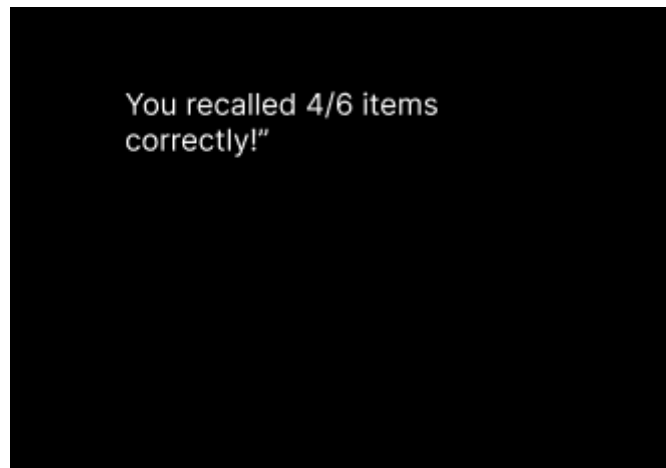
Design Elements:

- **Visual elements:** A series of **icons or text**.
- **Timer:** “Timer: **5 seconds**” (counts down until items disappear).
- **Chunking Condition:**
 - **Unchunked Version:** Icons are placed randomly.
 - **Chunked Version:** Icons are grouped by category (e.g., **all food items together, all electronic items together**).

Purpose: Users recall and select the items they remember.

Design Elements:

- **Text Prompt:** “**Select the items you remember:**”
- **Multiple-choice selection:**
 - Each option is an **icon with a checkbox**.
- **Button:** “[Submit]” to finalize choices.



Purpose: Shows users how many items they recalled correctly.

Design Elements:

- **Feedback Message:**
 - Example: “**You recalled 4/5 items correctly!**”