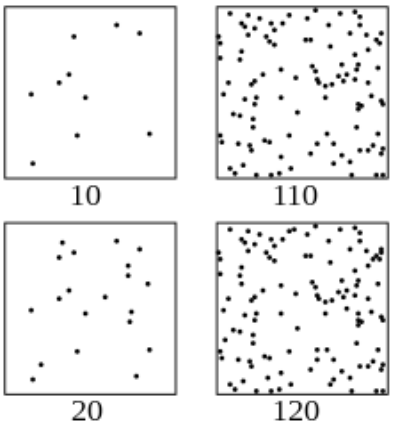
1 THE POINT

See point.pdf

2 WEBER'S LAW

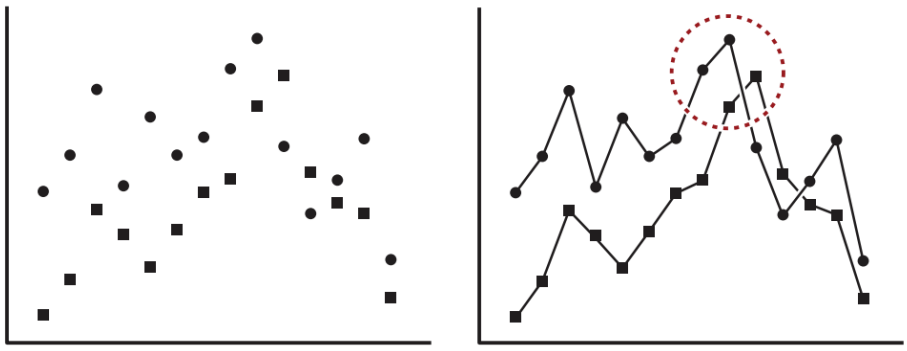
a) What does Weber's law describe? What does Fechner's law describe? What does the logarithm in Fechner's law mean?
b) Write a game which draws visualizations of the same or similar number of points and asks the user to spot the difference. Use visualizations similar to the one below with random point positions as a baseline.



Example of Fechners law by https://en.wikipedia.org/wiki/Weber–Fechner_law

Hint (copy paste to reveal): [redacted]

3 GESTALT THEORY



Which Gestalt laws are used in this example graphs? Which effect is created?

(Bonus: Recreate broth graphs using randomized data)

4 GESTALT THEORY – USER INTERFACE DESIGN

a) Consider the moodle and look for Gestalt principles. Make a screenshot and highlight the Gestalt principles used in the user interface design with a short explanation.

b) Optimize the design of the Moodle by editing the screenshot! Explain your optimization by using Gestalt theory principles.

5 OPTIONAL: GESTALT THEORY

Open your eyes! Look for Gestalt laws in CAU buildings/hallways/rooms. Highlight the Gestalt principles used by the architect with a short explanation.