CSE519: Human Computer Interaction
Quiz 1
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Name of Principle: Reduce short term memory load
Example of website/application: Metronome
Images:

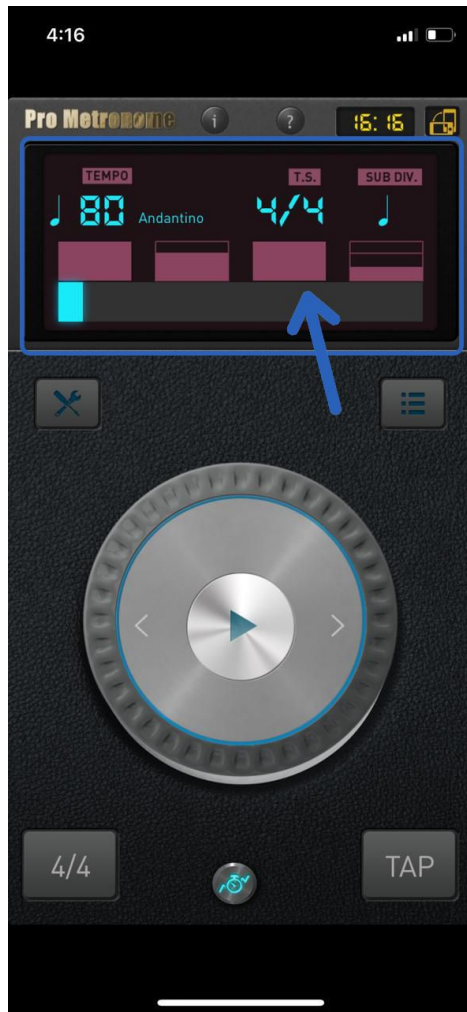Figure A: Home screen of application

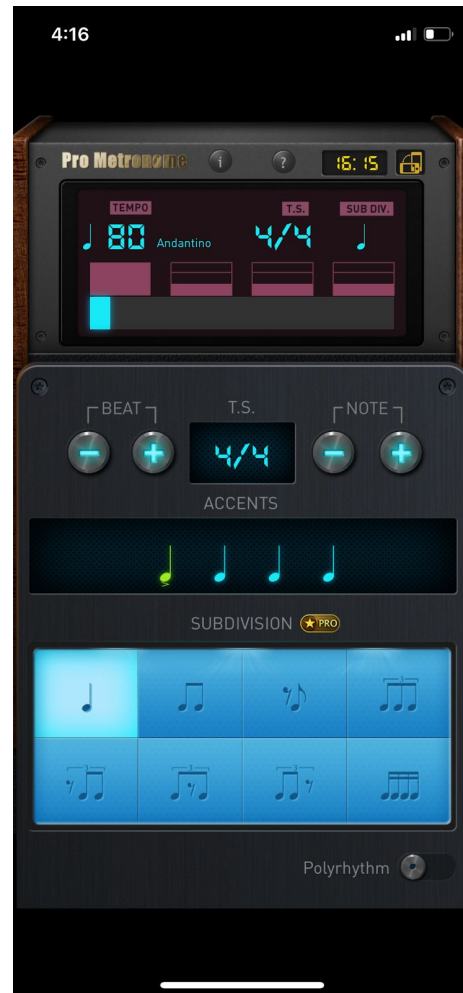Figure B: Changing the 3rd beat's intensity

Figure C: Other rhythm and beat options

Part A: "Reducing short term memory load" is one of the rudimentary principles that a designer should follow while developing his application. Today, an average user spends a remarkable amount of time online or in front of a computer, which has increased especially during the pandemic. This exerts a huge amount of physical and mental load on the end user. As a result, I like how it relieves the users of mental load while using an application.

Part B: As seen in the images above, the user interface of the application is a \`*single page app*\` and is pretty simple and intuitive. The play button starts the metronome and it changes to a pause button when the metronome is actually playing. The circular dial on clockwise rotation increases the tempo while on anticlockwise rotation decreases the tempo. The beat and rhythm options are clearly visible in the home screen so that the user can simply look up the values.