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## Final Project Proposal

**Miller's Law** states that the average person keeps around 7 (plus or minus 2) items in their **working memory**. To take advantage of this law, the interactable map will have at most nine clickable areas.

**Chunking** is taking large pieces of information and dividing them into smaller groups. Chunking the characters for the guide will make it easier for the user's **intrinsic cognitive load** to process. Intrinsic cognitive load is the mental effort used in the working memory to deal with essential information. By chunking the characters into small groups, rather than all displayed at once, it will be easier for the users to process.

**Tesler's Law** states that for any system there is an inherent amount of complexity that cannot be reduced and will need to be dealt with, either by the developer or the user. To take Tesler's Law into consideration, I will use chunking to group the characters based on where they live on the map.

**The Von Restorff Effect** is when multiple similar items are present, the one that is visually different is remembered more. To achieve this effect, romanceable characters will have a red heart next to their name when the list of characters for a certain area shows up on the screen.

The **Zeigarnik Effect** states that unfinished or interrupted tasks are remembered more than finished tasks. After clicking on an area on the map, the characters of that area will pop up. To help users track their progress of going through the characters, a progress bar will be included. This way, users can track their progress. Progress bars or indicators can help motivate users to continue doing a task by making them aware of how far away they are from their goal.

The **Serial Position Effect** states that users tend to remember items at the beginning and at the end of a list. Upon clicking on an area, a list of characters will show up, and you can choose a character to view from the list or start from the beginning. At the end, after the users have gone through all the characters, the list will pop up again, making the information more memorable.

The **Law of Proximity** states that items that are closer together are often considered to be a group. I will take advantage of this law by placing the progress indicator circles close to each other and letting them be perceived as a group.

**Fitts's Law** states that the time we take to reach a target is related to the distance to and the size of the target. To take this law into consideration the buttons on the map will be large enough so that users have more clickable area and don't need to be precise.

**Hick's Law** states that when more complex and plentiful options are available to a user, the decision-making process lengthens. On the title screen, there will only be one button, the 'start button' by having only one option, the decision-making process will be shortened for users.

Following users' **schemas**, I will adhere to **Jakob's Law**. Jakob's Law states that users prefer each website to work and look the same way as all the other sites they know. I will apply Jakob's Law by making my character guide follow the current website conventions. The home button will be at the top left of the screen, there will be arrows to indicate paging to go through each character on the guide, and the body will be filled with the characters' information. By modeling my character guide after current website conventions, this has allowed users to recall this prior knowledge from their **long-term memory**.

The **Coherence Principle** states that people learn best when distracting extraneous materials are removed. I will apply the Coherence Principle by including only necessary words and graphics for the character guide. In doing so, we removed unnecessary information that helped reduce **Extraneous Cognitive Load**. Extraneous cognitive load refers to the mental effort that occurs when trying to process unrelated information. By not labeling the other areas of the map, aside from the ones needed, this will help not overload and distract the users with information they don't need.

The **Signaling Principle** states that users learn/understand best when there are cues informing the user on how the site's information is organized. The interactive map will provide cues on how the character guide is organized; Characters are grouped based on where they live, and the map will have clickable buttons for those areas.

The **Multimedia Principle** states that people learn better when words and pictures accompany each other, rather than just words alone. To adhere to this principle, for each character's profile, I will list out their likes and dislikes along with a picture of each item next to the text. Having graphics and words together aids users' **Germane Cognitive Load**. Germane Cognitive Load refers to the mental effort used in the working memory to process non-essential but helpful information. By having both graphics and text, and not just text itself, the user can understand and process the information better.

The **Spatial Contiguity Principle** states that people learn better when related words and pictures are shown closer together instead of farther from each other on a screen. To follow this principle, text will be directly integrated into the interactive map to label each necessary place.