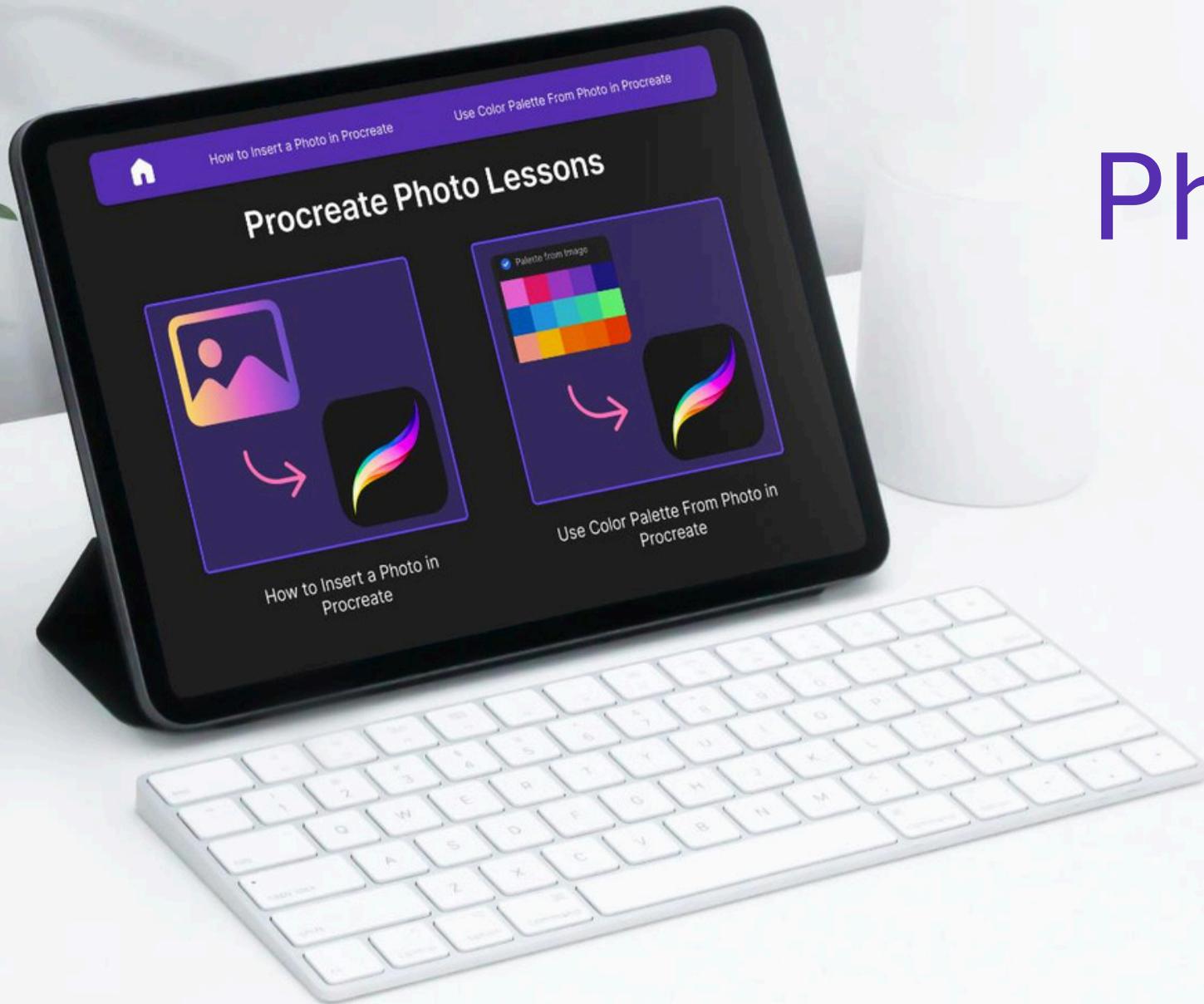


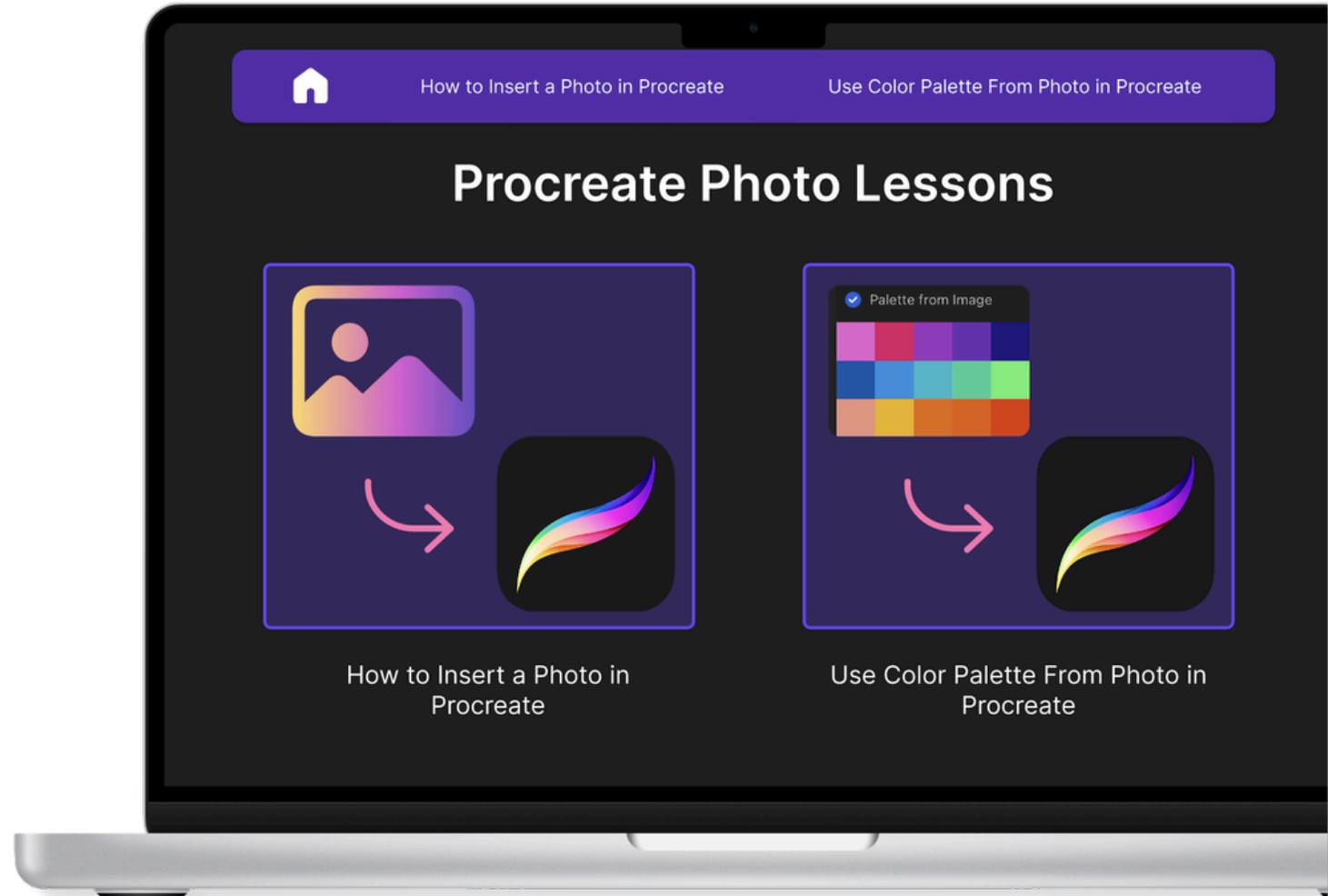
# Procreate Photo Lessons

By Kaya Bobo & Genesis Ramos



# About Procreate Photo Lessons

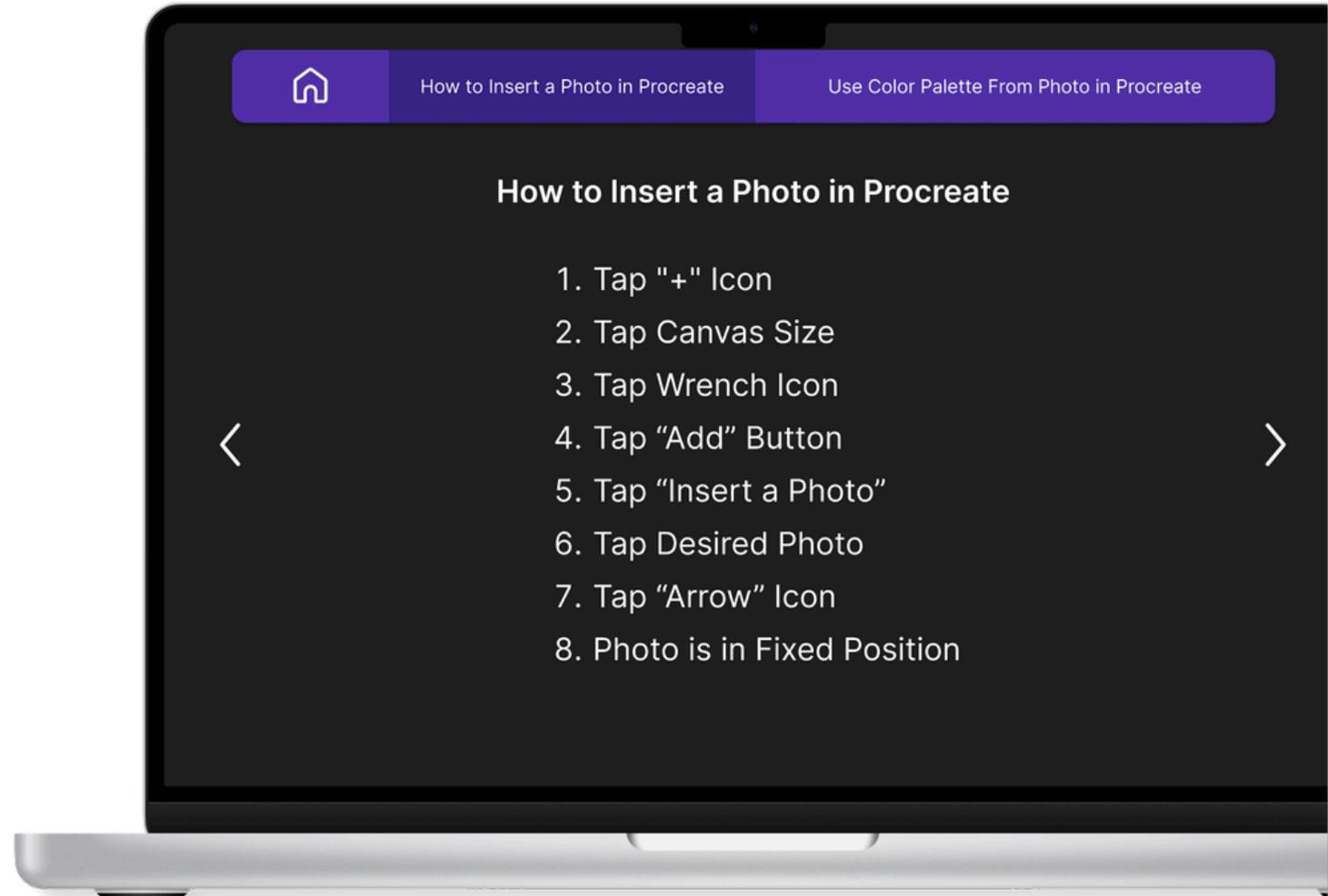
Procreate Photo Lessons is a tutorial that teaches users how to put an image inside a canvas, and how to create a color palette from an image within the drawing app, Procreate.



# Miller's Law

States that the typical person can only store around seven, plus or minus two, things at a time in their working memory.

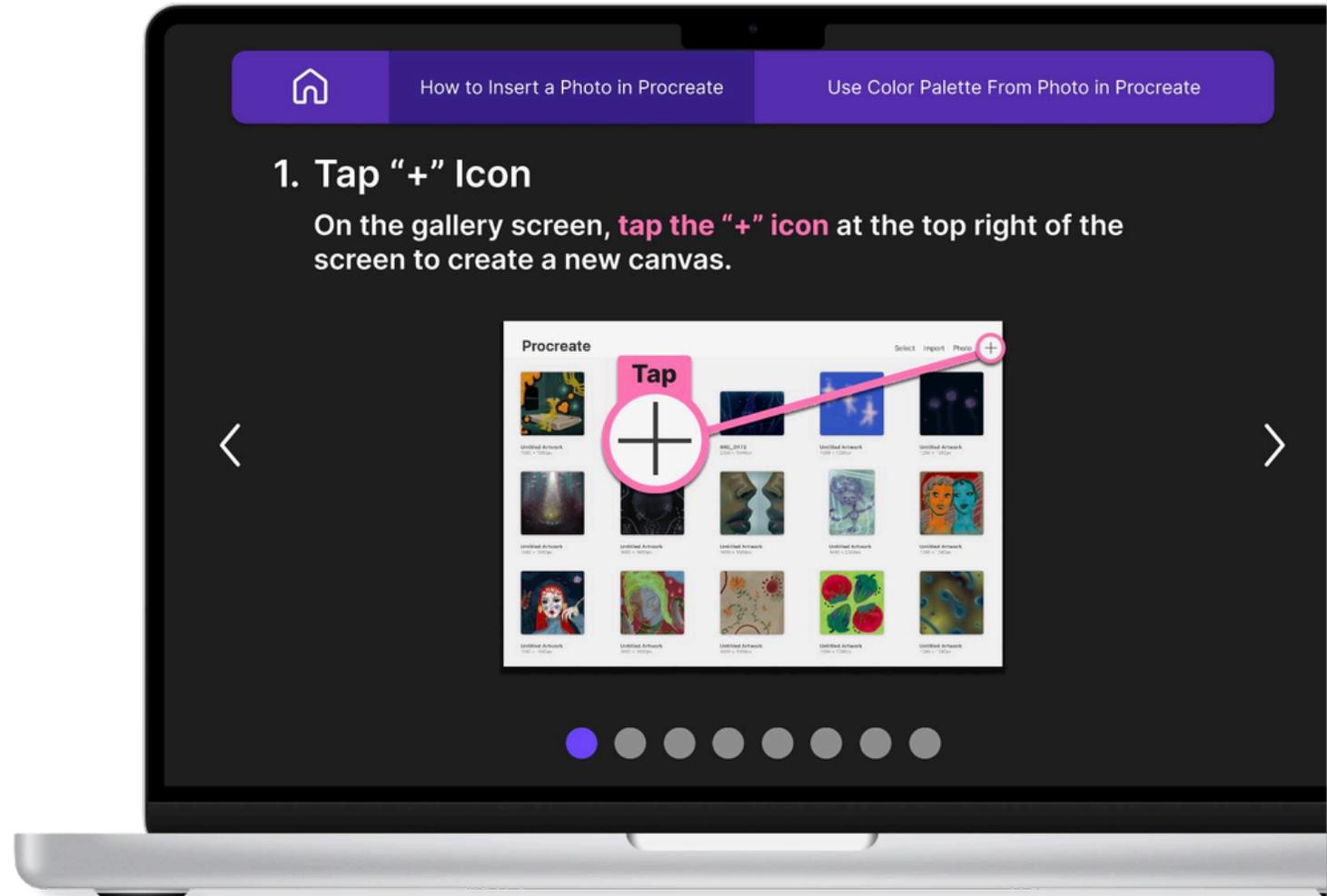
Total of 8 steps per lesson



# Chunking

Refer to splitting a large amount of information into smaller, more manageable groups.

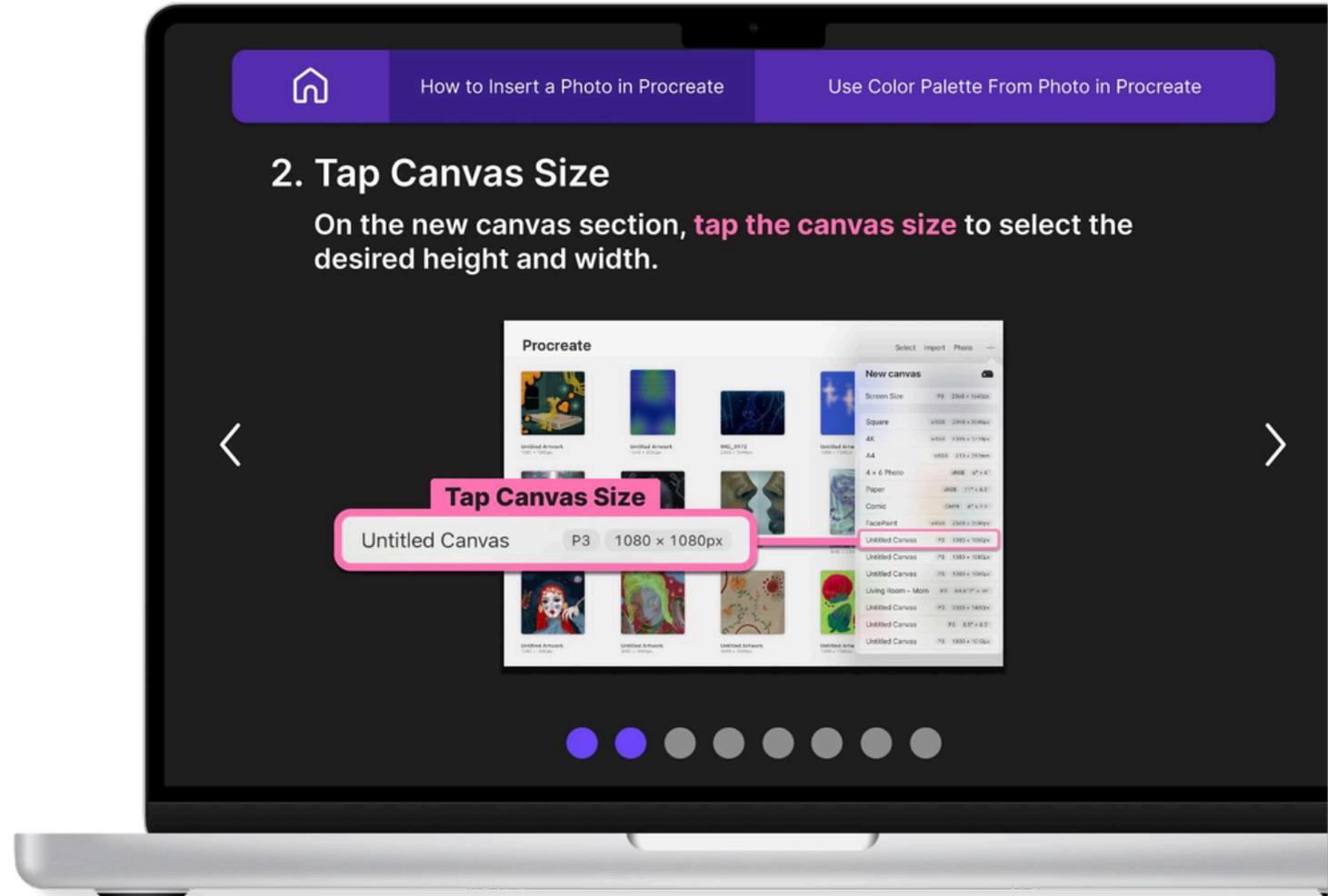
Each step has their own page



# Von Restorff Effect

States that among similar items, the item that is different from the rest is more likely to be remembered.

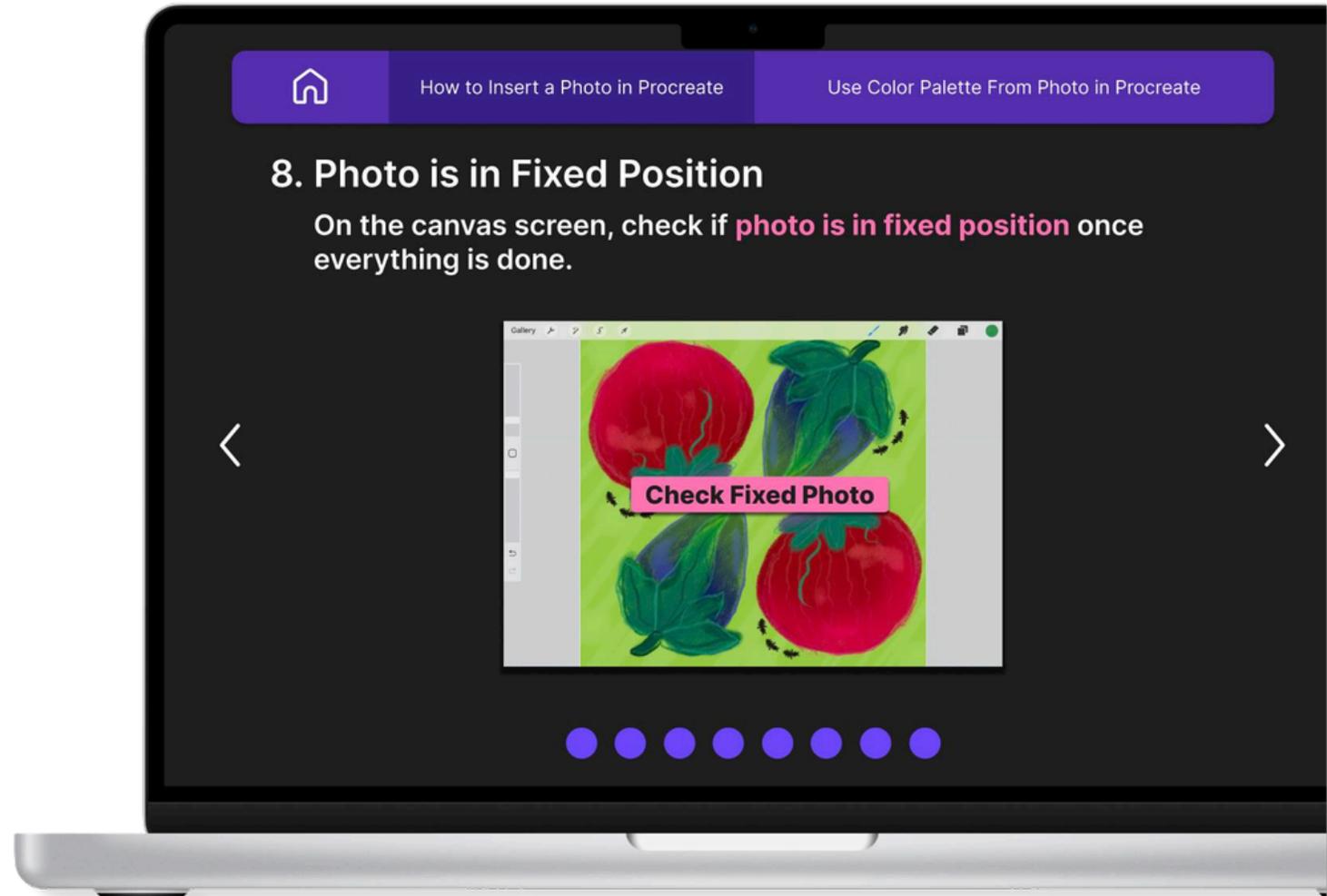
Highlight important information



# Fitts's Law

States that the time to click an object is determined by the distance from the mouse to said object and how big the object is.

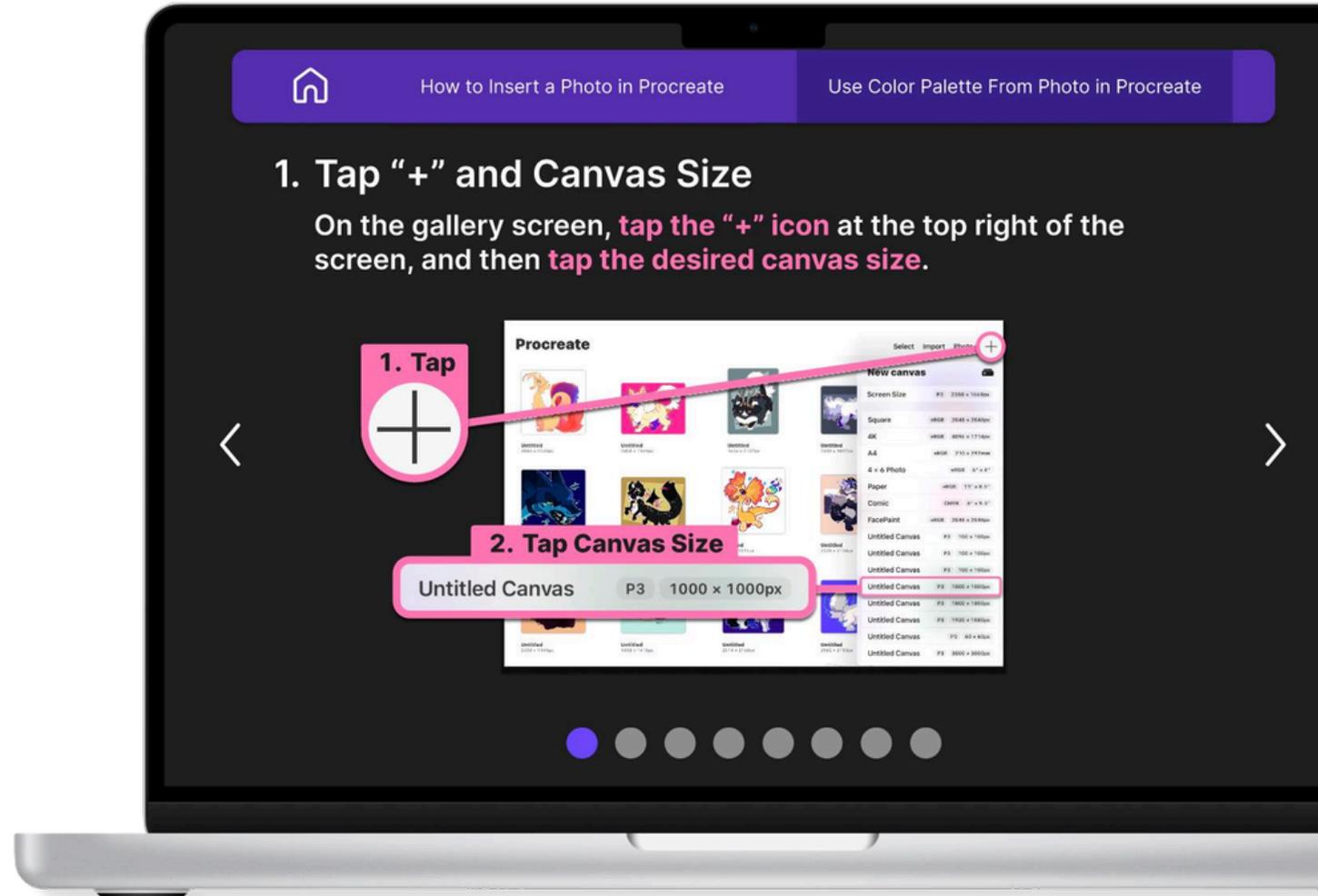
- Large interactable objects
- No scrolling



# Multimedia Principle

States that people learn better when there is both text and graphics rather than just text alone.

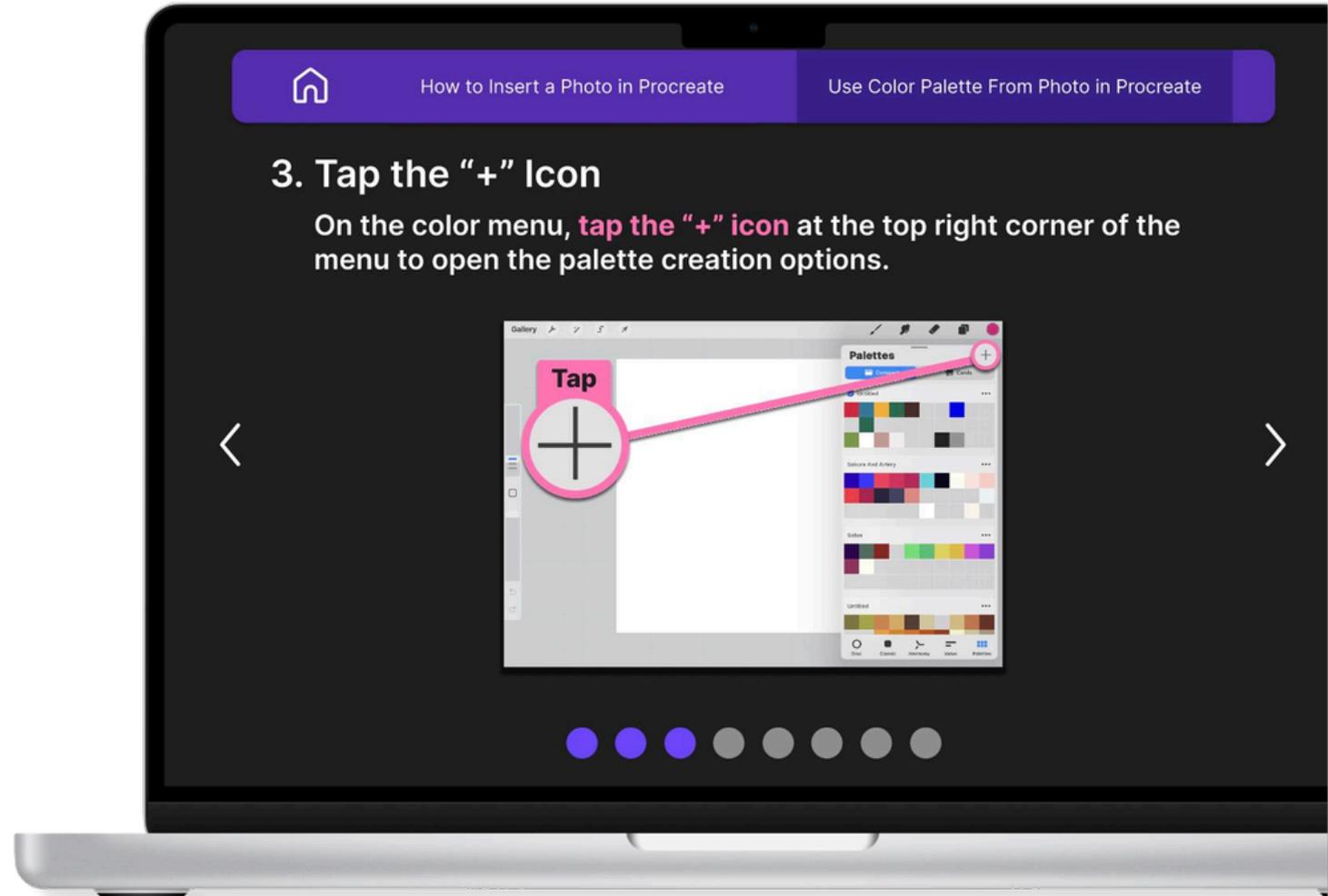
Text and graphic are integrated



# Zeigarnik Effect

Describes how people remember incomplete or interrupted tasks better than completed tasks.

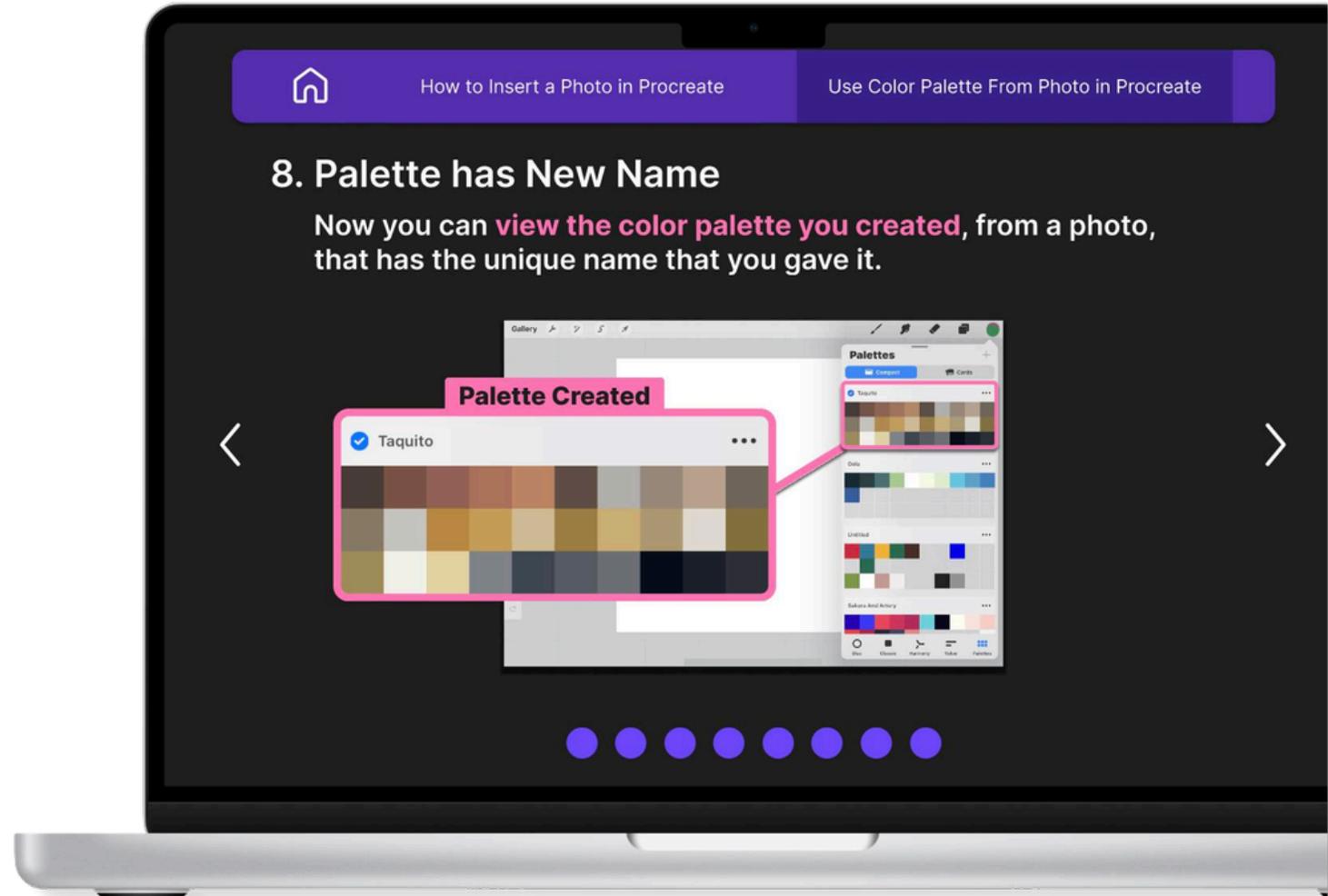
Carousel dots indicate progress left



# Hick's Law

States that decision making time increases as the number and complexity of the choices increase.

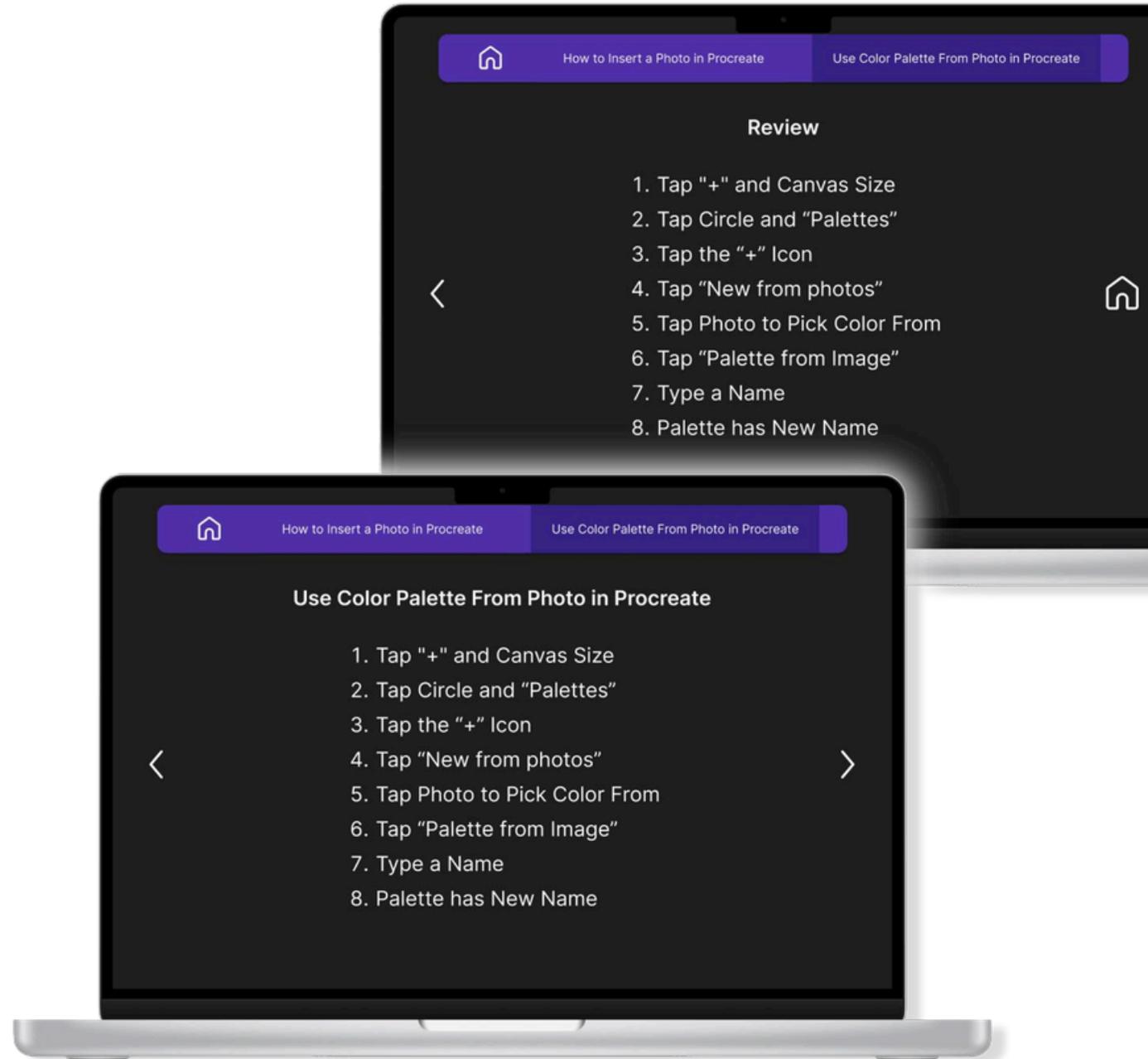
Few buttons to choose from



# Serial Position Effect

States that users are most likely to remember the first and last seven plus or minus two items in a series.

Step list first and review of steps last



Knowing these principles, we can effectively create a positive user experience.

Thank you