
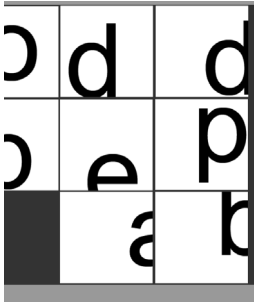

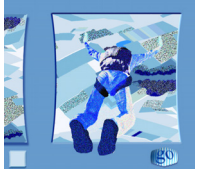
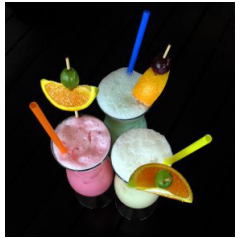


visual memory	design/idea				brief principle	scoring
<p>Matching card matrix Psychological perspective: The task is to remember which of the two items in a hidden matrix are the same. It also has an (unavoidable) spatial component, but is primarily a strong visual memory task.</p>	<p>memory game with letters, car logos, T-shirts ...</p>				<p>A matrix of pictures, possibly starting at 4x2 and going up to 10 x 10, is shown, and the person has to turn them over to reveal pairs of pictures. Click on the image that is the match. Harder versions could be larger matrixes, more similar pictures, and groups of three to be found.</p>	<p>The score will be a function of time taken, errors made and the size of the matrix.</p> <p>There may need to be a hint (i.e. a large square that says "Look in this area") if the time taken is too long.</p>
<p>Same or different Psychological perspective: This looks at short term visual memory, and required a pattern to be compared over a short period.</p>	<p>car: front view and on the side; a 3dimensional object in different position,</p>				<p>Show a picture (eg a sugar bowl, or a set of four items), remove it for a short time, and show it again. What is the difference between the original image and the new image? The creative part will be to find interesting ways to identify what is missing by various means. Different perspectives (e.g. from the back compared to the front) could be explored</p>	<p>Countdown timer</p>
<p>Parachute Psychological perspective: Remembering a visual map and recall information that is not necessarily spatial.</p>	<p>a parachute get a foto from eg a lighthouse an had to jump to this point</p>				<p>A vector map is used where key areas are sought. The nature of this task is to be decided but needs to be about memory.</p>	<p>Depends on the final nature of the program.</p>
<p>Psychological perspective: Identify a small component in a video. The time between seeing the item and needing to identify it may be crucial, as well as how conspicuous it was.</p>	<p>6 glasses of tea in different colours with mint leaves, the 5th get no mint-leaf, but which colour had the 3th?, longdrinks; icecream ...</p>				<p>There are a diversity of ways to do this. These include deciding what came first (e.g. dog or pram?), putting say four frames in a sequence that they occurred in the story, identifying what was in the video and what was not etc.</p>	<p>Will depend upon the version developed.</p>
<p>Associative unrelated memory Psychological perspective: The idea is learn things that we do not directly remember, but recall by association.</p>	<p>memories with pairs like: left and righth shoes, tomato/ketchup, sheep/pullover, ...</p>				<p>The point is to have pairs of items that are unrelated, and the person has to put the main items in order and then deduce the associated pair.</p>	<p>There are existing schemes for scoring</p>