Wintec — WAIKATO INSTITUTE OF TECHNOLOGY — Te Kuratini o Waikato
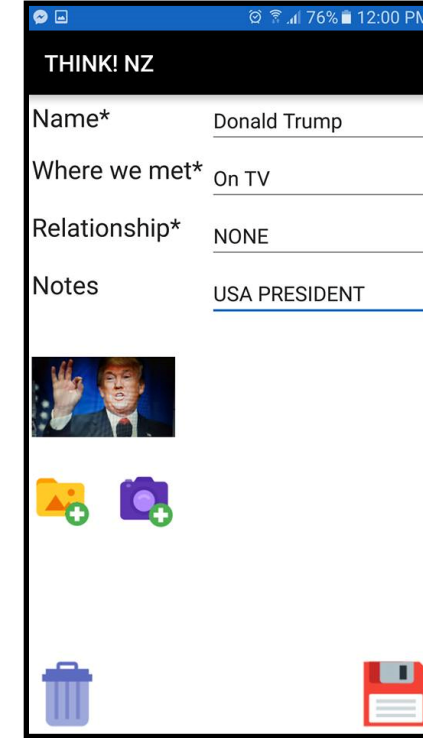
Mobile Application

Stages of Memory

1. Encoding

The first step is to encode the memory. This is where the information is received, processed and combined. This process is represented by the add contact screen which receives the different inputs from the user.
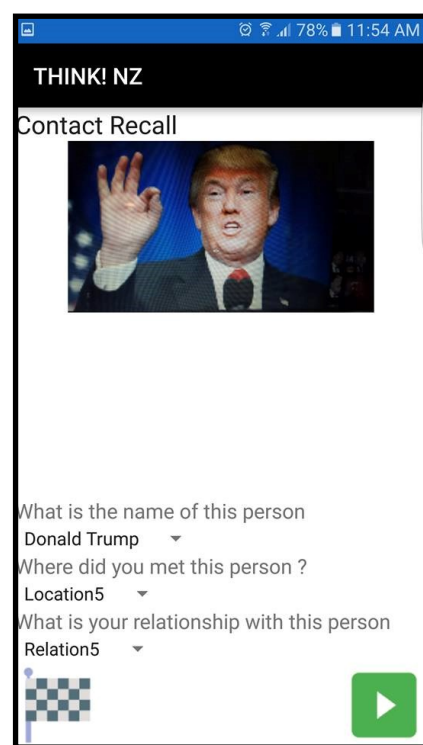
2. Storage

The second step is storing the memory. This is done by creating a record of the encoded memory in either short or long term memory. This process is represented in the app by the list of contacts that is displayed on the contacts screen.
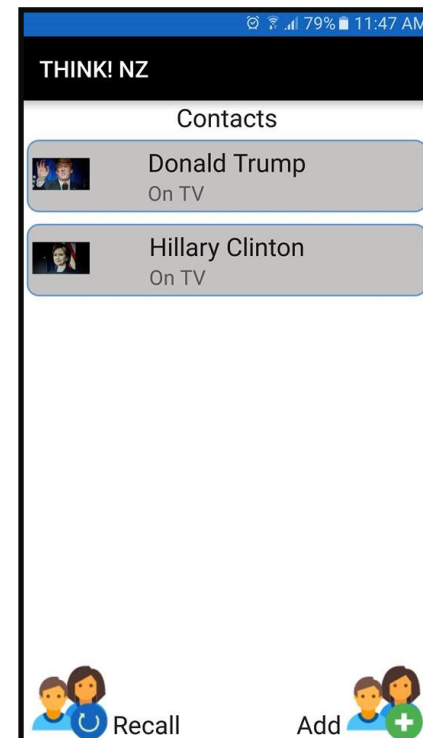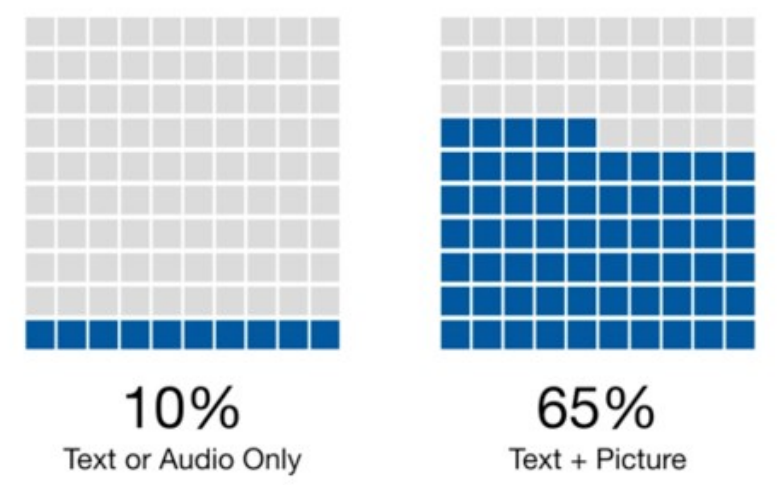
3. Retrieval

The final step is retrieving the memory. This is where the stored information is retrieved. In the app this is represented by the recall game that displays images the user has stored along with questions related to the image.
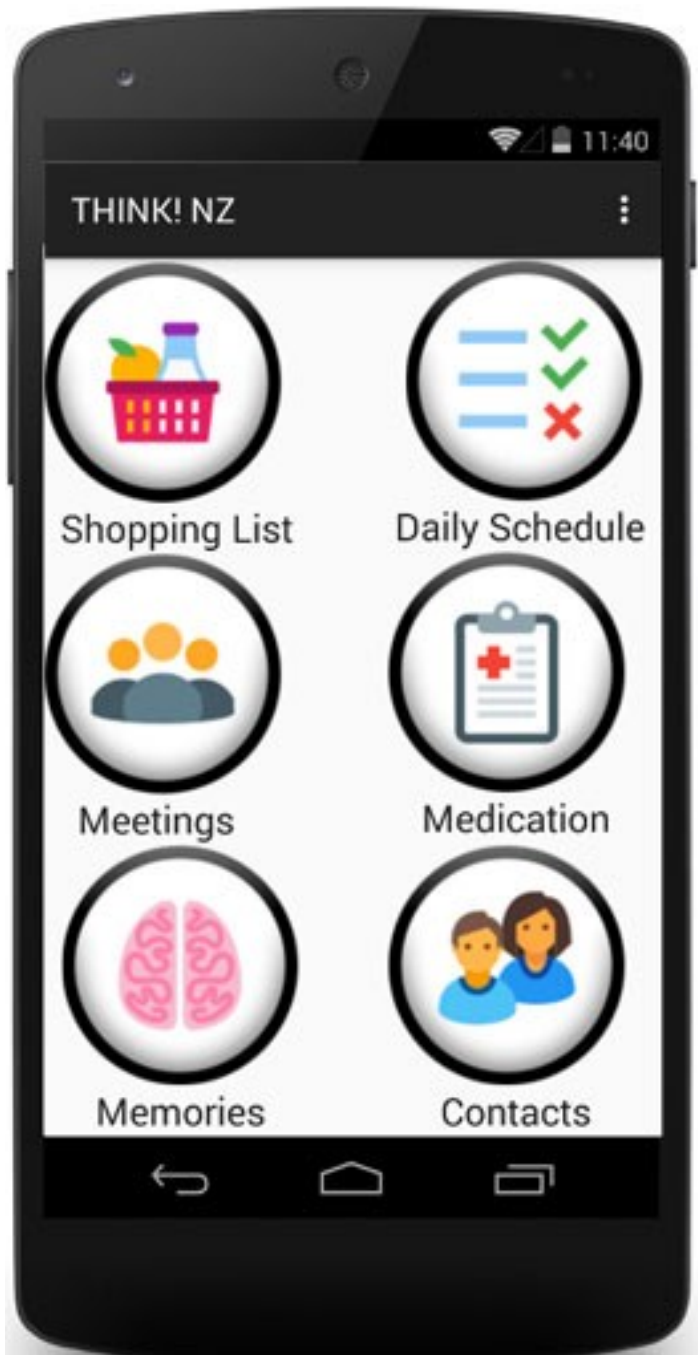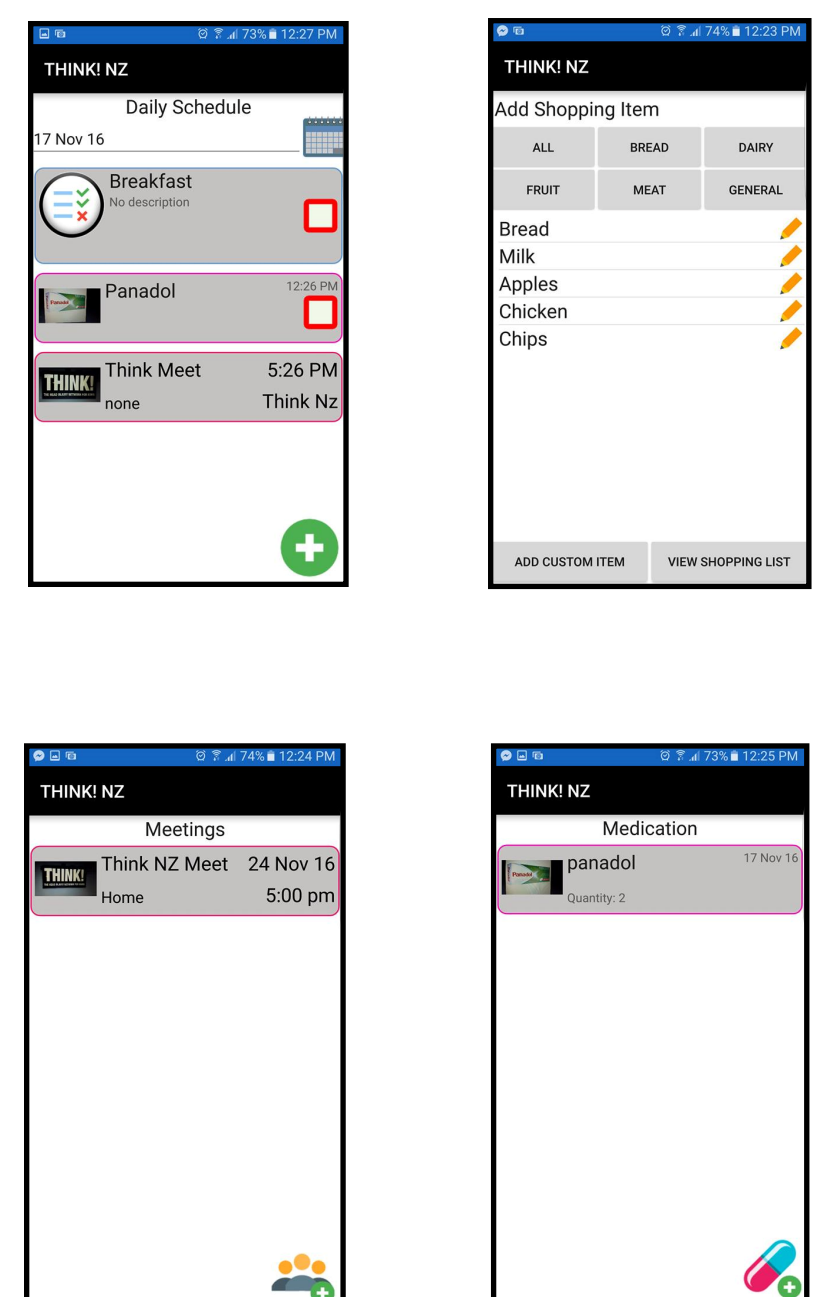
Requires Android: 4.2 or higher

Current Version: 1.0

RAM: 512MB or higher

Size on disk: 5MB

Permissions

- Control Vibration
- Prevent Phone from Sleeping

Picture Superiority Effect
Memory retention after 3 days

10% — Text or Audio Only

65% — Text + Picture

Screens for other features

Website
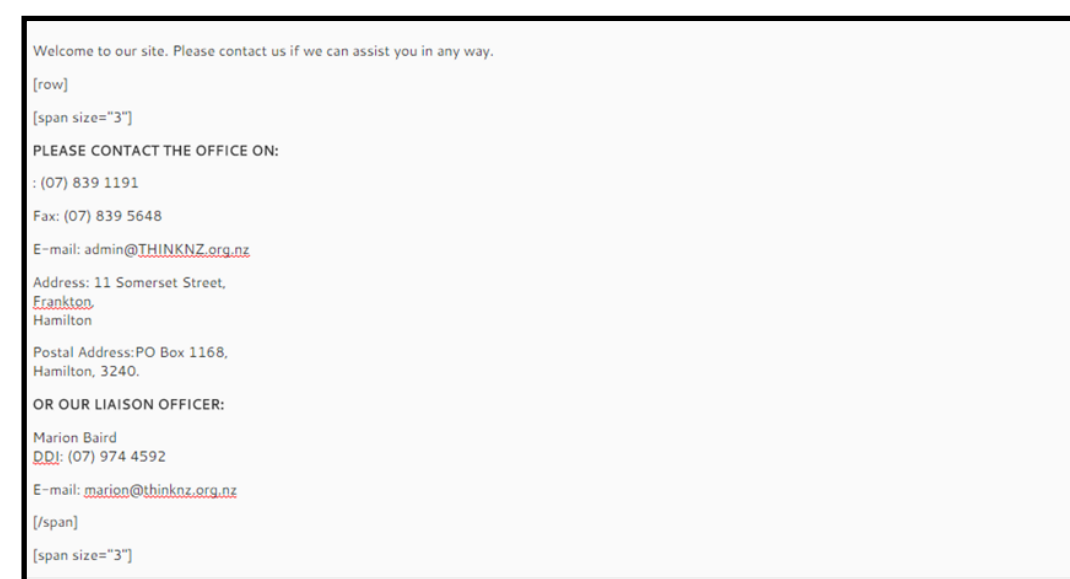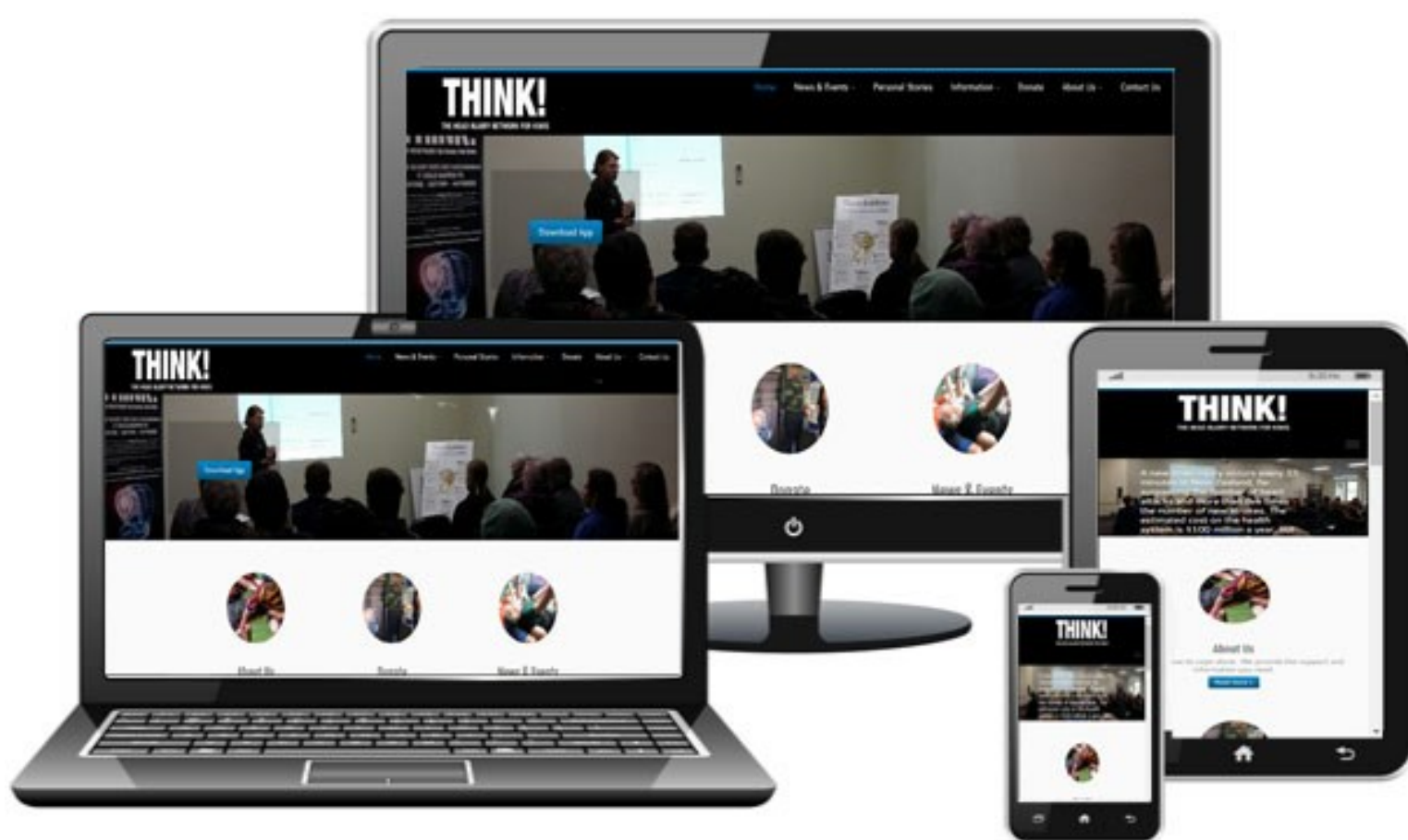
Before Bootstrap Implementation
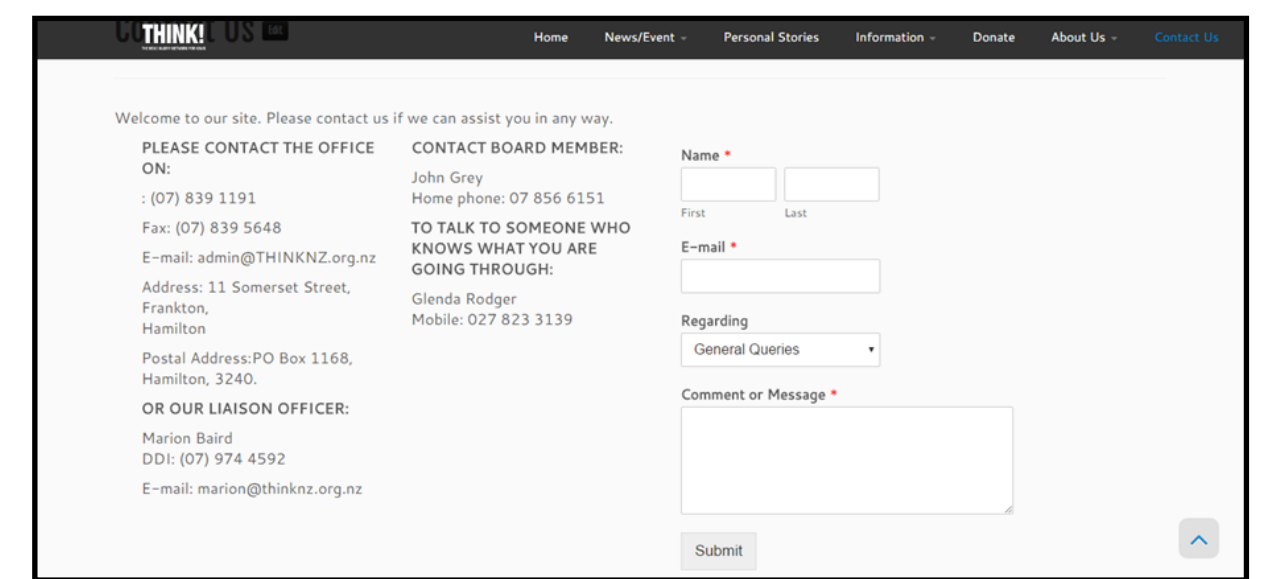
After Bootstrap Implementation

Mobile Responsive

Layout and content responds or adapts according to the screen size

Database Reporting System

Input the Data

Generate the Report