

## Exercise 4:

Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups using proto.io

### AIM:

The aim is to develop a prototype incorporating both familiar and novel navigation elements and assess usability among diverse user groups using Proto.io.

### PROCEDURE:

#### i) Example 1:

Tool Link: <https://proto.io/>

#### Step 1: Sign Up and Log In

1. Go to proto.io.
2. Sign up for a new account or log in if you already have one.

#### Step 2: Create a New Project

1. Click on "Create New Project."
2. Give your project a name (e.g., "Simple App Example").
3. Select the device type (e.g., Mobile - iPhone X).
4. Click "Create" to start the project.

#### Step 3: Design the Home Screen

1. Add a New Screen:
  - ☐ Click on the "+" button in the left panel to add a new screen.
  - ☐ Choose "Blank" and name it "Home."

## 2. Add Elements to the Home Screen:

- Drag a "Header" widget from the "Widgets" panel to the top of the screen. ○
- Double-click the header to edit the text and change it to "Home Screen." ○
- Drag a "Button" widget onto the screen. Place it in the center.
- Double-click the button to edit the text and change it to "Go to Profile." 3.

### Add Interaction:

- Select the button and click on the "Interactions" tab on the right panel. ○
- Click "+ Add Interaction."
- Set the trigger to "Tap/Click."
- Set the action to "Navigate to Screen" and choose "New Screen." ○
- Create a new screen and name it "Profile."

## Step 4: Design the Profile Screen

### 1. Add Elements to the Profile Screen:

- On the newly created Profile screen, drag a "Header" widget to the top of the screen.
- Double-click the header to edit the text and change it to "Profile Screen." ○
- Drag an "Image" widget onto the screen. Place it below the header. ○ Double-click the image to upload a profile picture or any placeholder image. ○
- Drag a "Text" widget onto the screen to add some profile information (e.g., "John Doe, Software Engineer").

### 2. Add Back Button:

- Drag a "Button" widget onto the screen.
- Double-click the button to edit the text and change it to "Back to Home." 3.

### Add Interaction:

- Select the button and click on the "Interactions" tab on the right panel. ○
- Click "+ Add Interaction."
- Set the trigger to "Tap/Click."
- Set the action to "Navigate to Screen" and choose "Home."

## Step 5: Preview the Prototype

1. Click on the "Preview" button in the top-right corner.
2. Interact with the prototype by clicking on the buttons to navigate between the Home and Profile screens.

## Step 6: Share the Prototype

1. Click on the "Share" button in the top-right corner.
2. Copy the shareable link and send it to others for feedback.

### i) Example 2:

## Step 1: Plan Your Prototype

### 1. Identify Your Elements:

- ☐ Familiar: Common navigation elements such as a top menu bar, side panels, breadcrumb trails, and footer links.
- ☐ Unfamiliar: Experiment with things like hidden menus, gesture-based navigation, or voice commands.

### 2. Sketch Out Your Concept:

- ☐ Draft wireframes on paper, using tools like Figma or Sketch to visualize how both elements will coexist.

## Step 2: Start Your Project on Proto.io

### 1. Sign Up/Log In :

- ☐ Go to Proto.io and either create an account or log in if you already have one.

### Create New Project:

- ☐ Click on the "Create a new project" button, select the type of project, and give it a name.

### 3. Choose a Template

- ☐ Select a template that suits your needs or start from scratch.

### Step 3: Design Your Screens

#### 1. Familiar Navigation :

- ☐ Drag and drop elements like menus, tabs, buttons that users are accustomed to.

#### 2. Unfamiliar Navigation :

- ☐ Add unique elements such as swipe gestures, hover interactions, or voice commands.

#### 3. Link Screens:

- ☐ Use Proto.io's interaction design tools to set up transitions between screens.

### Step 4: Gather User Groups

#### 1. Define User Groups:

- ☐ Segment users into different categories such as age group, tech-savviness, or experience with similar products.

#### 2. Recruit Participants:

- ☐ Use platforms like UserTesting, surveys, or social media to find participants.

### Step 5: Conduct Usability Testing

#### 1. Deploy the Prototype

- ☐ Share the unique project link or invite users to test your prototype directly through Proto.io.

#### 2. Test Sessions

- ☐ Conduct usability tests with users from each group, giving them specific tasks to accomplish.

#### 3. Collect Feedback

- ☐ Use Proto.io's feedback tools or conduct interviews to gather their thoughts and experiences.

### Step 6: Analyze and Evaluate

#### 1. Data Analysis:

- Look at how users interacted with each element. Use Proto.io's analytics tools to draw insights.

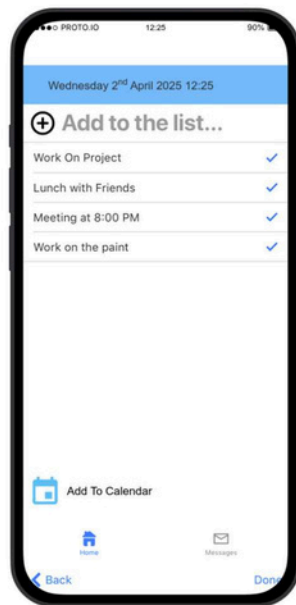
## 2. Compare Groups:

- Compare how different user groups responded to familiar vs. unfamiliar navigation.

## 3. Report Findings:

- Summarize the results in a detailed report highlighting key insights, pain points, and recommendations.

OUTPUT:



RESULT:  
The output was verified successfully.