# Exercise 5:

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

AIM:
The aim is to design a prototype with both well-known and new navigation elements and measure user-friendliness across different user groups using Wireflow.
PROCEDURE:
Tool link: https://wireflow.co/
Step 1: Plan Your Prototype
<ol> <li>Define Navigation Elements:         <ul> <li>Familiar: Standard menus, top bars, footers, and sidebar navigation.</li> <li>Unfamiliar: Novel features such as hidden menus, gesture-based navigation, or custom swipes.</li> </ul> </li> <li>Sketch Your Layout:         <ul> <li>Start with paper sketches or use tools like Figma or Sketch to visualize your design concepts.</li> </ul> </li> </ol>
Step 2: Set Up Your Wireflow Project
1. Sign Up/Log In:
<ul><li>Head to Wireflow and create an account or log in if you already have one. 2.</li><li>Start a New Project:</li></ul>
○ Click on "New Project" and name it. Choose a template or start from scratch. Step 3: Design the Prototype

1.	. Add Familiar Navigation Elements:
	O Drag and drop components like menus, header bars, buttons, etc., into your
	screens.
2.	. Incorporate Unfamiliar Elements:
	O Introduce hidden menus, unique gestures, or unexpected interactions. 3.
Li	nk Screens:
	O Use Wireflow's linking tools to create connections and transitions between
	screens.
Step	4: Prepare for Usability Testing
1	. Identify User Groups:
	$\bigcirc$ Segment users based on age, tech-savviness, or previous experience with
	similar products.
2.	. Recruit Participants:
	Ouse online tools like UserTesting, forums, or social media to find
	participants.
Step	5: Conduct Testing
1	. Share the Prototype:
	$\bigcirc$ Invite users to interact with your prototype via a shareable link from Wireflow.
2.	. Test Sessions:
	$\bigcirc$ Ask users to complete tasks using both types of navigation. Observe their
	interactions and collect feedback.
3.	. Collect Feedback:
	$\bigcirc$ Utilize Wireflow's feedback features or conduct follow-up interviews to gather
	detailed responses.
Step	6: Analyze and Report
1	. Analyze Data:
	$\bigcirc$ Review the feedback and data collected. Look for patterns in ease of use and

user preferences.

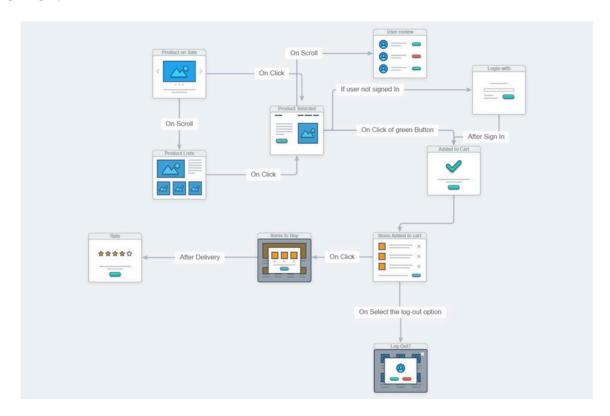
## 2. Compare Results:

Ocompare how different user groups interacted with familiar vs. unfamiliar navigation.

# 3. Create a Report:

O Summarize your findings, highlighting insights, challenges, and recommendations

### OUTPUT:



### **RESULT:**

The output was verified successfully.