EXP.NO:4

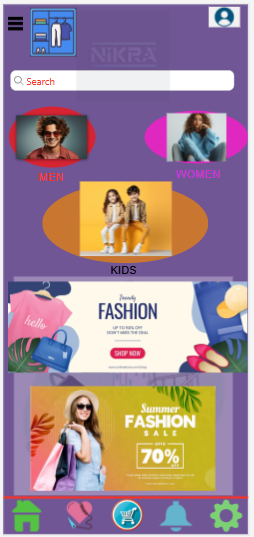
230701217-NITHIN KUMAR K

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

# IMAGE:1



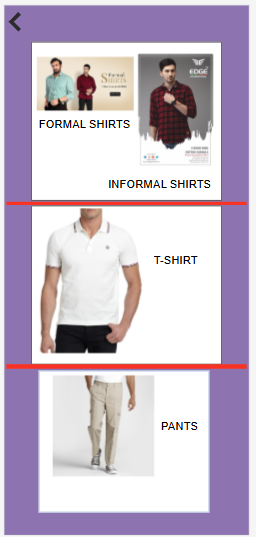
# IMAGE 2:



# Familiar: Common navigation elements such as a top menu bar, side panels, MEN,WOMEN,KIDS,SETTINGS, and footer links.

# Unfamiliar: Experiment with things like hidden menus, gesture-based navigation, or voice commands(SEWING HEART-FOR SAVING/ ADD THE WISHING THINGS TO THAT PERSONALISED PAGE) and WARDROBE ICON-INSTEAD OF “ADD TO CART”, WE CAN ADD ITEMS HERE LIKE A RACK LIKE ICON(WHICH IS UNFAMILIAR FOR THE USERS).

# IMAGE:3(FAMILIAR)

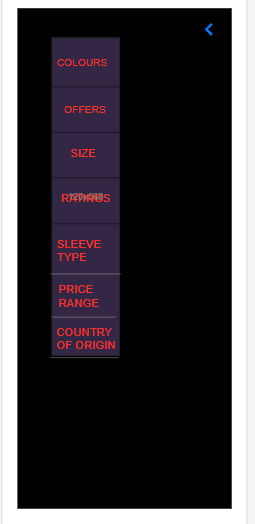


IF YOU CLICK “MEN”, THEN IT WILL SET TO THE NEXT SCREEN, WHERE YOU CAN SEE THE TYPES AND COLLECTION OF THE MALE CLOTHS. THIS IS A FAMILIAR ICON FOR THE USERS

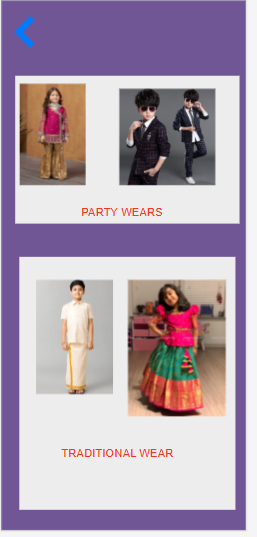


IMAGE :4

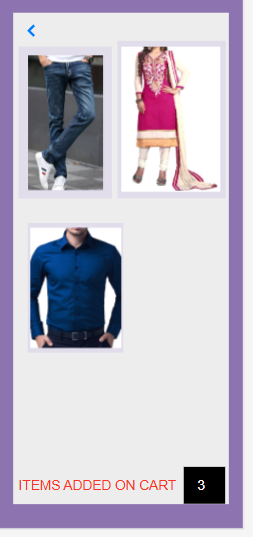
# IMAGE :5 [MENU ICONS]-FAMILIAR:



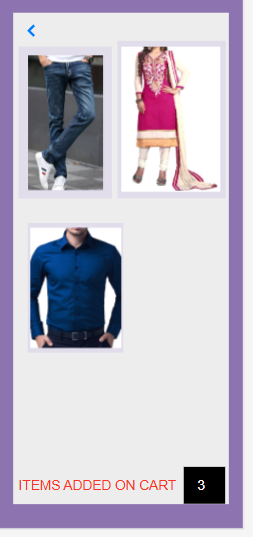
# IMAGE:6 [FAMILIAR]



# IMAGE:7-WARDROBE RACK[UNFAMILIAR]



## IMAGE:8[SEWING HEART-UNFAMILIAR]



RESULT:

THEREFORE WE CREATED A E-COMMERCE APP WHERE BOTH FAMILIAR AND UNFAMILIAR ICONS/ELEMENTS ARE NAVIGATED PROPERLY USING PROTO.IO AND SUCCESSFULLY PERFORMED.