

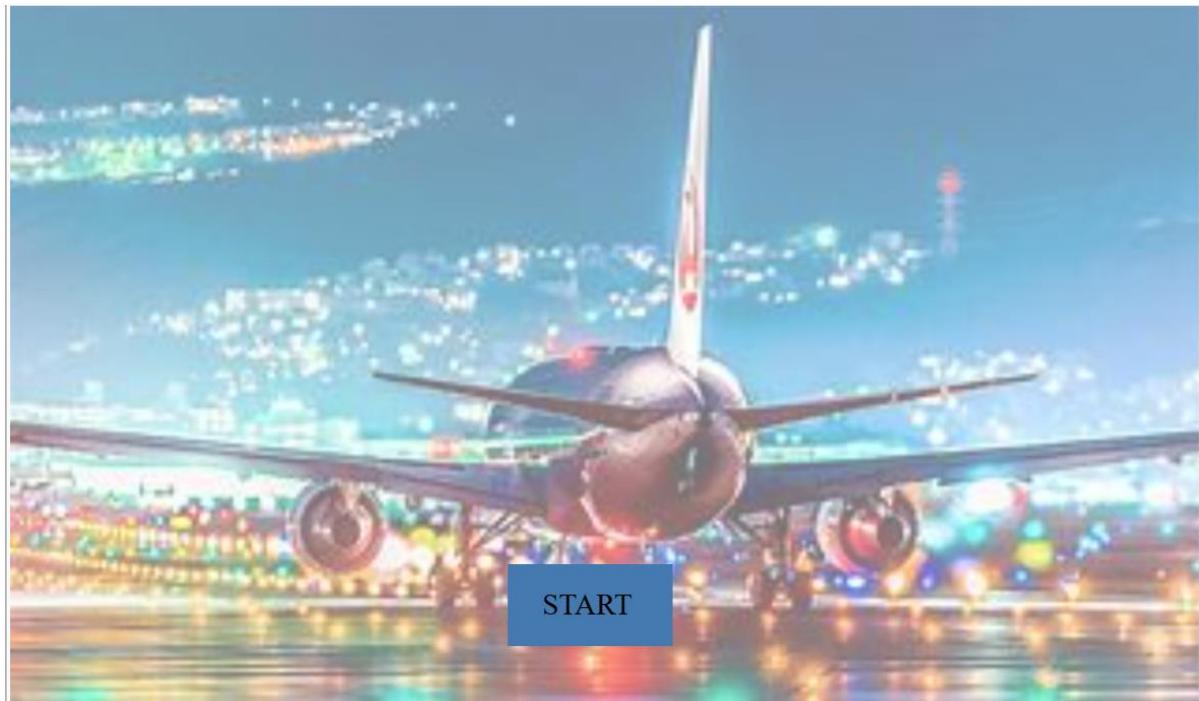
4.Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups using proto.io

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/>
- ii) Step 1: Sign Up and Log In 1. Go to proto.io.
- iii) 2. Sign up for a new account or log in if you already have one.
- iv) Step 2: Create a New Project
- v) 1. Click on "Create New Project."
- vi) 2. Give your project a name (e.g., "Simple App Example").
- vii) 3. Select the device type (e.g., Mobile - iPhone X).
- viii) 4. Click "Create" to start the project.
- ix) Step 3: Design the Home Screen 1. Add a New Screen:
 - o Click on the "+" button in the left panel to add a new screen.
 - o Choose "Blank" and name it "Home."



2. Add Elements to the Home Screen:

- o Drag a "Header" widget from the "Widgets" panel to the top of the screen.

- o Double-click the header to edit the text and change it to "Home Screen."
- o Drag a "Button" widget onto the screen. Place it in the center.
- o Double-click the button to edit the text and change it to "Go to Profile."

3. Add Interaction:

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

Step 4:

Design the Profile Screen

1. Add Elements to the Profile Screen:

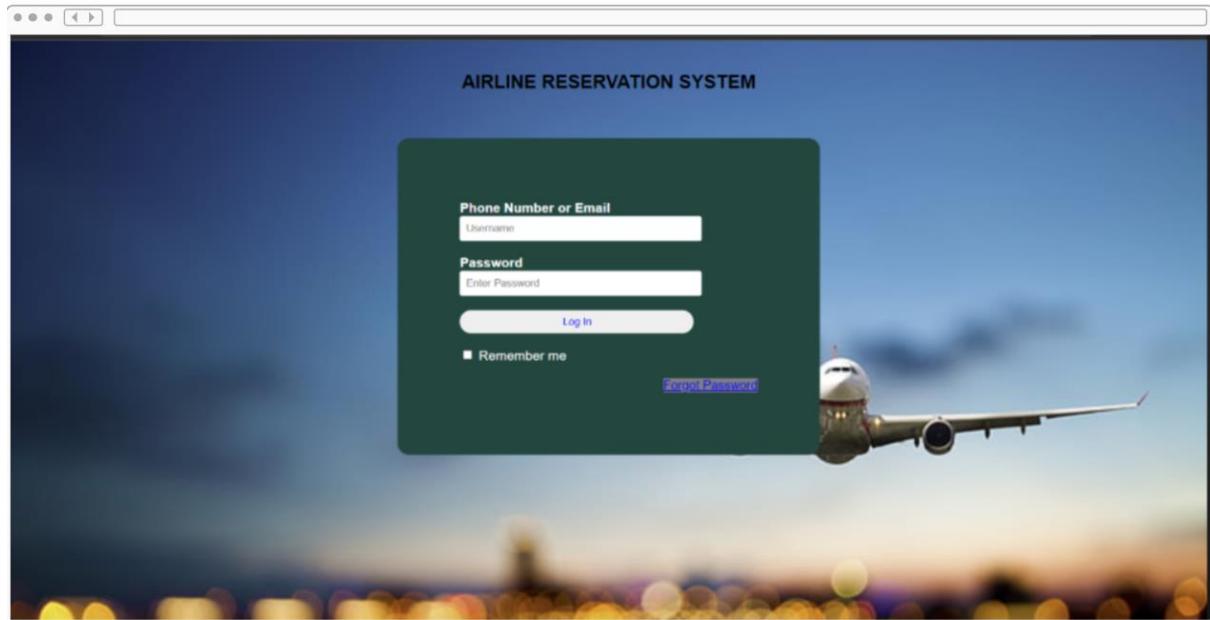
- o On the newly created Profile screen, drag a "Header" widget to the top of the screen.
- o Double-click the header to edit the text and change it to "Profile Screen."
- o Drag an "Image" widget onto the screen. Place it below the header.
- o Double-click the image to upload a profile picture or any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

2. Add Back Button:

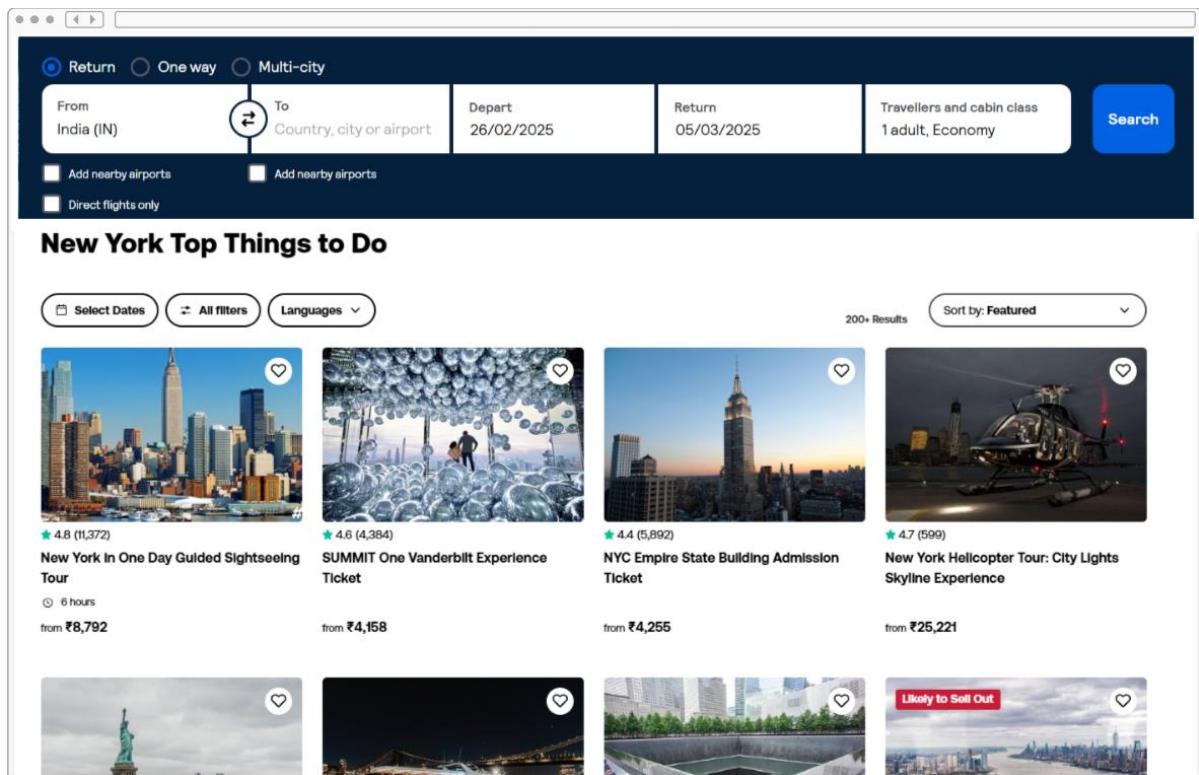
- o Drag a "Button" widget onto the screen.
- o Double-click the button to edit the text and change it to "Back to Home."

3. Add Interaction:

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



A screenshot of a flight search interface. At the top, there's a navigation bar with tabs for "Flights", "Packages", "Hotels", and "Cars". Below it, a search bar indicates a "Round Trip" search from "From where?" (set to "PGA Page, Arizona, United States") to an unspecified destination. It includes fields for "Depart Date", "Return Date", "1 Traveler", and a prominent yellow "Search Flights" button. Underneath the search bar, there's a section titled "EXPLORE OTHER FLIGHTS" featuring three thumbnail images: the Statue of Liberty (labeled "NEW YORK"), the Dallas skyline (labeled "DALLAS"), and the Singapore skyline (labeled "MALAYSIA").



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.

PROTOTYPE LINK: <https://pr.to/7WTO6J/>

One of the **unconventional UI interactions** in your design is the ability to **touch (click/tap) the name or image of a place** to directly visit its details. This approach enhances **user engagement and intuitiveness** by reducing extra steps in navigation.

1. Touch/Click on Place Name or Image for Details

How It Works:

- When a user **touches (on mobile) or clicks (on desktop)** the name or image of a destination (e.g., "New York"), they are **instantly redirected** to a **detailed information page**.
- This eliminates the need for a separate "View More" or "Details" button, making the UI **cleaner and more intuitive**.

Benefits:

- **Faster Navigation:** Users can quickly access details without extra clicks.
 - **Improved UX:** It feels natural since users expect images and names to be interactive.
 - **Mobile-Friendly:** Ideal for touchscreens where buttons take up extra space.
 - **Engaging Visuals:** Images act as clickable elements, making the UI **more immersive**.
-

2. How It Enhances User Experience

- ◆ **Reduces Cognitive Load:** Users instinctively tap on images or text instead of searching for a "More Info" button.
- ◆ **Encourages Exploration:** Interactive elements encourage users to click and browse different destinations.
- ◆ **Enhances Mobile Usability:** Works seamlessly with **touch gestures** like swiping, tapping, or long-pressing for quick previews.