

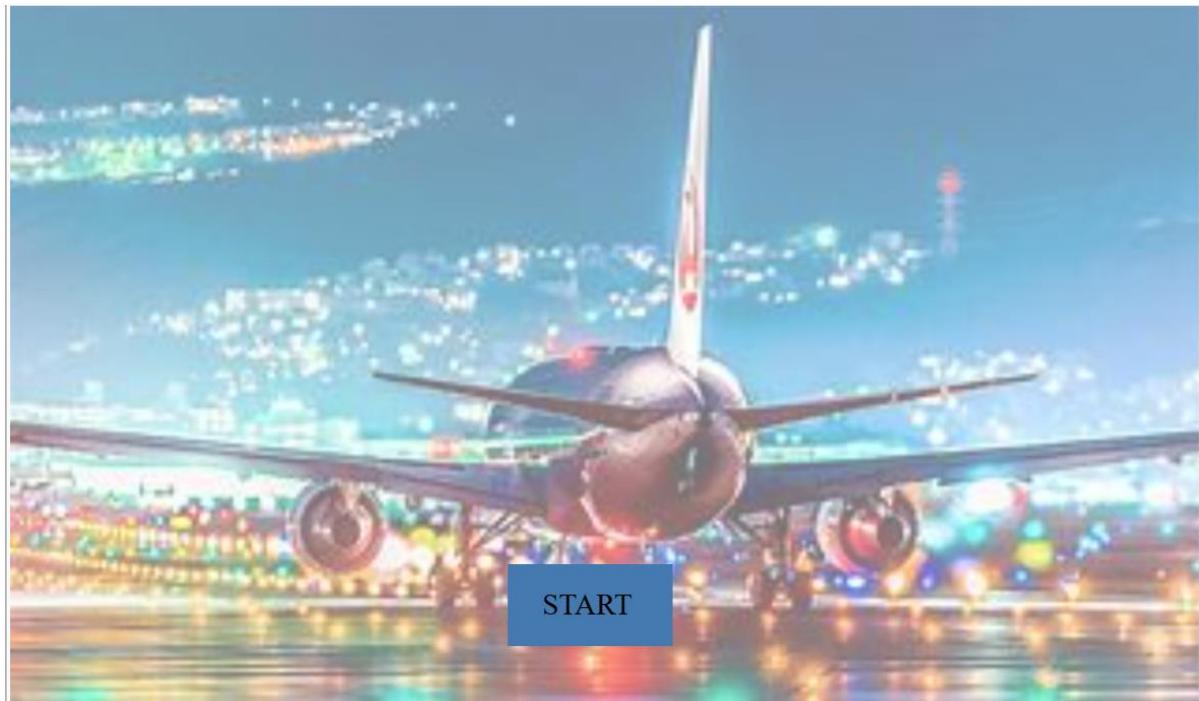
4.Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups using proto.io

**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:

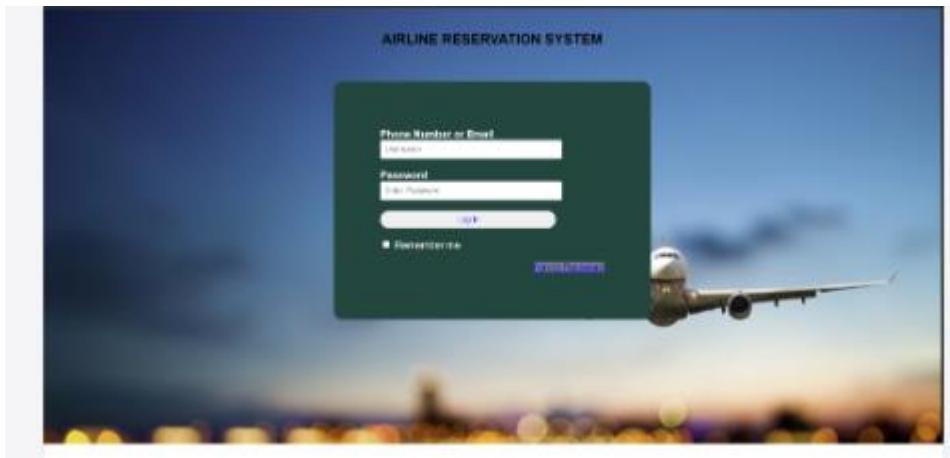
- o On the newly created Profile screen, drag a "Header" widget to the top of the screen.
- o Double-click the header to edit the text and change it to "Profile Screen."
- o Drag an "Image" widget onto the screen. Place it below the header.
- o Double-click the image to upload a profile picture or any 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:

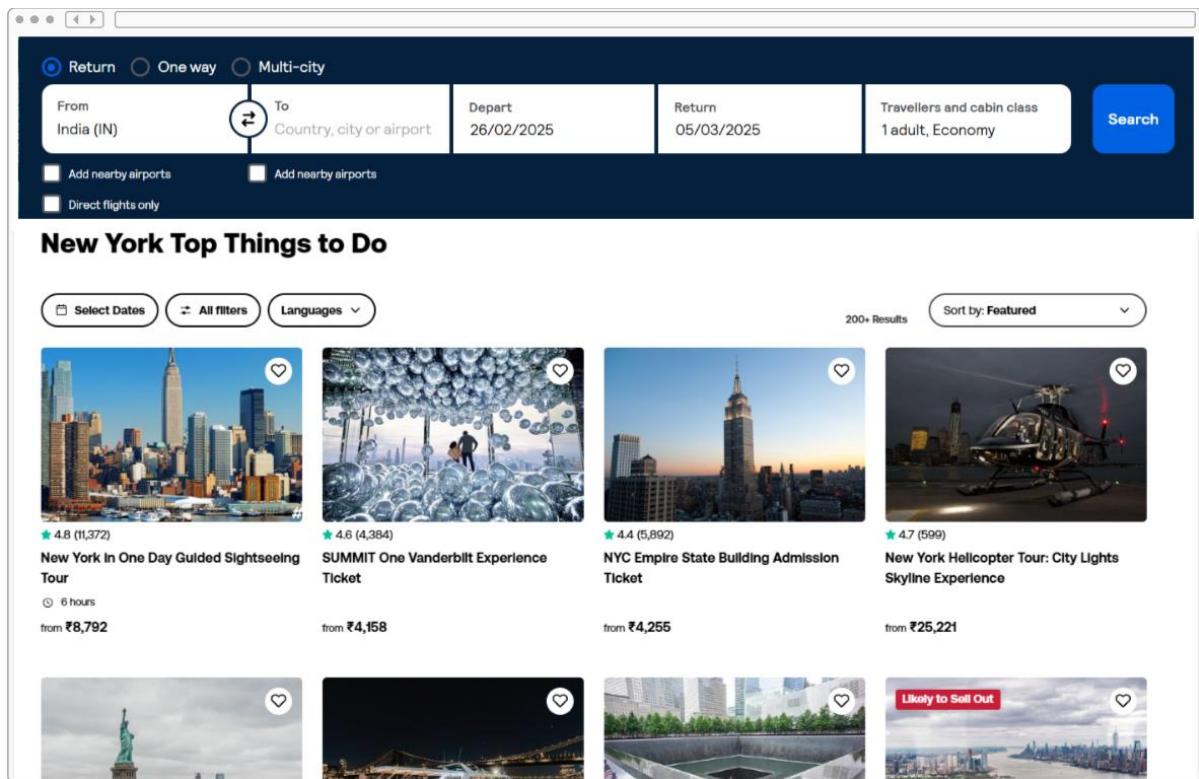
- o Drag a "Button" widget onto the screen.
- o Double-click the button to edit the text and change it to "Back to Home."

##### 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. The top navigation bar includes 'Flights', 'Packages', 'Hotels', and 'Cars'. Below it, a search form shows 'Round Trip' selected, departure from 'From where?' (PGA, Page, Arizona, United States), and arrival at 'PGA'. It also includes fields for 'Depart Date', 'Return Date', '1 Traveler', and a yellow 'Search Flights' button. Below the search form is a blue section titled 'EXPLORE OTHER FLIGHTS' featuring three cards: 'NEW YORK' (Statue of Liberty), 'DALLAS' (Dallas skyline with the Margaret Hunt Hill Bridge), and 'MALAYSIA' (Singapore skyline).



## 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.

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### 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**.
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## **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.