

Exercise 4

This exercise demonstrates user navigation within an application, focusing on two types of navigation behavior:

1. Familiar Navigation
2. Unfamiliar Navigation

Familiar Navigation

Familiar navigation occurs when the user already knows the destination of an icon, link, or button.

This is often guided by **muscle memory** and **prior experience**, where users intuitively understand the outcome of their actions.

Example: [eBay](#) – Users typically know what to expect when clicking on standard icons like the cart, menu, or search bar.

Unfamiliar Navigation

Unfamiliar navigation takes place when the user is unsure of where a particular element will lead.

The destination becomes clear **only after interaction** (e.g., tapping or clicking).

This often involves **uncommon icons**, **gesture-based controls**, or **abstract UI patterns**.

Example: [Awwwards](#) – The site uses experimental navigation that may require users to explore to understand its structure.

Familiar navigation:



Unfamiliar navigation:

21:02



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