

UID EX 4

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I developed a prototype using Proto.io to incorporate both familiar and novel navigation elements, aiming to evaluate usability among diverse user groups. The prototype consists of three key screens: the **Login Page, Home Page, and Profile Page**. My goal was to create a user-friendly experience while also introducing new navigation techniques to enhance usability.

Familiar and Unfamiliar Navigation in UI/UX Design

Familiar Navigation refers to design elements and interaction patterns that users commonly encounter in applications and websites. These are intuitive, predictable, and require little to no learning curve.

Eg: Search bar, navigation bar, edit & save button, login & logout button.

Unfamiliar Navigation includes novel, experimental, or unconventional elements that may not be immediately intuitive to users. These can improve usability if designed well but may also require user adaptation.

Eg: Gesture based navigation, scrolling effects, hidden menu etc.

Familiar Navigation Elements

- Traditional **username and password** fields for authentication.
- A **Login button** positioned below the input fields, a standard in most applications.
- An **Edit Profile button**, making it easy for users to update their information

Unfamiliar Navigation Elements

- **Scrolling effects** such as parallax or dynamic content load on scroll, which may not be expected by all users.
- **Gamification elements** like progress bars for profile completeness, which may be unexpected in a traditional profile setup.

proto.io




Untitled

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3

screens



Email or username

Password

Login

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