

Exercise : 3a

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Date: 08.03.2025

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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/>

Step 1: Sign Up and Log In

1. Go to proto.io.
2. Sign up for a new account or log in if you already have one.

Step 2: Create a New Project

1. Click on "Create New Project."
2. Give your project a name (e.g., "Simple App Example").
3. Select the device type (e.g., Mobile - iPhone X).
4. Click "Create" to start the project.

Step 3: Design the Home Screen

1. Add a New Screen:
 - Click on the "+" button in the left panel to add a new screen.
 - Choose "Blank" and name it "Home."

2. Add Elements to the Home Screen:

- Drag a "Header" widget from the "Widgets" panel to the top of the screen.
- Double-click the header to edit the text and change it to "Home Screen."
- Drag a "Button" widget onto the screen. Place it in the center.
- Double-click the button to edit the text and change it to "Go to Profile."

3. Add Interaction:

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

Step 4: Design the Profile Screen

1. Add Elements to the Profile Screen:

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

2. Add Back Button:

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

3. Add Interaction:

- Select the button and click on the "Interactions" tab on the right panel.
- Click "+ Add Interaction."

- Set the trigger to "Tap/Click."
- Set the action to "Navigate to Screen" and choose "Home."

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.

i) Example 2:

Step 1: Plan Your Prototype

1. Identify Your Elements:

- *Familiar*: Common navigation elements such as a top menu bar, side panels, breadcrumb trails, and footer links.
- *Unfamiliar*: Experiment with things like hidden menus, gesture-based navigation, or voice commands.

2. Sketch Out Your Concept:

- Draft wireframes on paper, using tools like Figma or Sketch to visualize how both elements will coexist.

Step 2: Start Your Project on Proto.io

1. Sign Up/Log In:

- Go to Proto.io and either create an account or log in if you already have one.

2. Create New Project:

- Click on the "Create a new project" button, select the type of project, and give it a name.

3. Choose a Template:

- Select a template that suits your needs or start from scratch.

Step 3: Design Your Screens

1. Familiar Navigation:

- Drag and drop elements like menus, tabs, buttons that users are accustomed to.

2. Unfamiliar Navigation:

- Add unique elements such as swipe gestures, hover interactions, or voice commands.

3. Link Screens:

- Use Proto.io's interaction design tools to set up transitions between screens.

Step 4: Gather User Groups

1. Define User Groups:

- Segment users into different categories such as age group, tech-savviness, or experience with similar products.

2. Recruit Participants:

- Use platforms like UserTesting, surveys, or social media to find participants.

Step 5: Conduct Usability Testing

1. Deploy the Prototype:

- Share the unique project link or invite users to test your prototype directly through Proto.io.

2. Test Sessions:

- Conduct usability tests with users from each group, giving them specific tasks to accomplish.

3. Collect Feedback:

- Use Proto.io's feedback tools or conduct interviews to gather their thoughts and experiences.

Step 6: Analyze and Evaluate

1. Data Analysis:

- Look at how users interacted with each element. Use Proto.io's analytics tools to draw insights.

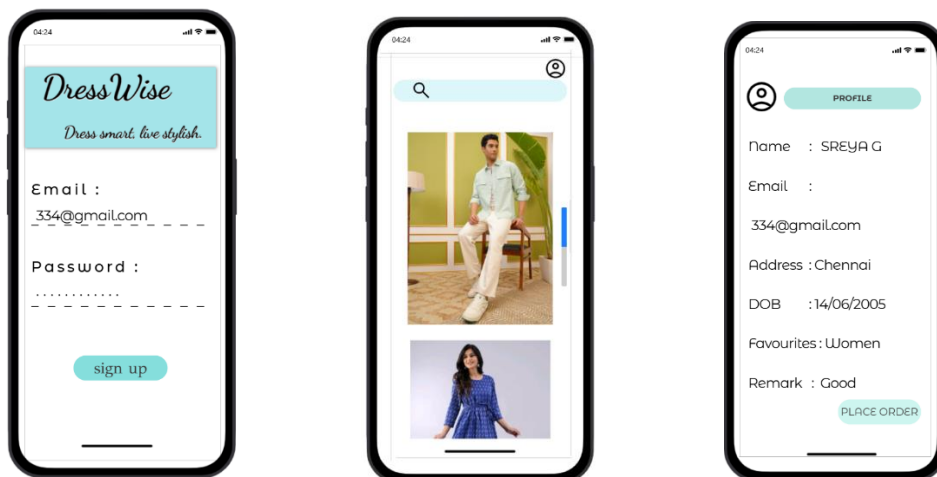
2. Compare Groups:

- Compare how different user groups responded to familiar vs. unfamiliar navigation.

3. Report Findings:

- Summarize the results in a detailed report highlighting key insights, pain points, and recommendations.

OUTPUT:



RESULT:

Hence, developing a prototype incorporating both familiar and novel navigation elements and assess usability among diverse user groups using Proto.io has been executed successfully.