

**RAJALAKSHMI ENGINEERING COLLEGE**  
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**RAJALAKSHMI**  
**ENGINEERING COLLEGE**

**CS23A34**  
**USER INTERFACE AND DESIGN LAB**

**Laboratory Observation NoteBook**

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## **Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups using wireflow**

### **Aim:**

The aim is to design a prototype with both well-known and new navigation elements and measure user-friendliness across different user groups using Wireflow.

### **Procedure:**

#### **Step 1: Plan Your Prototype**

1. Define Navigation Elements:
  - *Familiar*: Standard menus, top bars, footers, and sidebar navigation.
  - *Unfamiliar*: Novel features such as hidden menus, gesture-based navigation, or custom swipes.
2. Sketch Your Layout:
  - Start with paper sketches or use tools like Figma or Sketch to visualize your design concepts.

#### **Step 2: Set Up Your Wireflow Project 1.**

##### **Sign Up/Log In:**

- Head to Wireflow and create an account or log in if you already have one.
2. Start a New Project:

- Click on "New Project" and name it. Choose a template or start from scratch.

### **Step 3: Design the Prototype**

#### **1. Add Familiar Navigation Elements:**

- Drag and drop components like menus, header bars, buttons, etc., into your screens.

#### **2. Incorporate Unfamiliar Elements:**

- Introduce hidden menus, unique gestures, or unexpected interactions.

#### **3. Link Screens:**

- Use Wireflow's linking tools to create connections and transitions between screens.

### **Step 4: Prepare for Usability Testing**

#### **1. Identify User Groups:**

- Segment users based on age, tech-savviness, or previous experience with similar products.

#### **2. Recruit Participants:**

- Use online tools like UserTesting, forums, or social media to find participants.

### **Step 5: Conduct Testing**

#### **1. Share the Prototype:**

- Invite users to interact with your prototype via a shareable link from Wireflow.

#### **2. Test Sessions:**

- Ask users to complete tasks using both types of navigation. Observe their interactions and collect feedback.

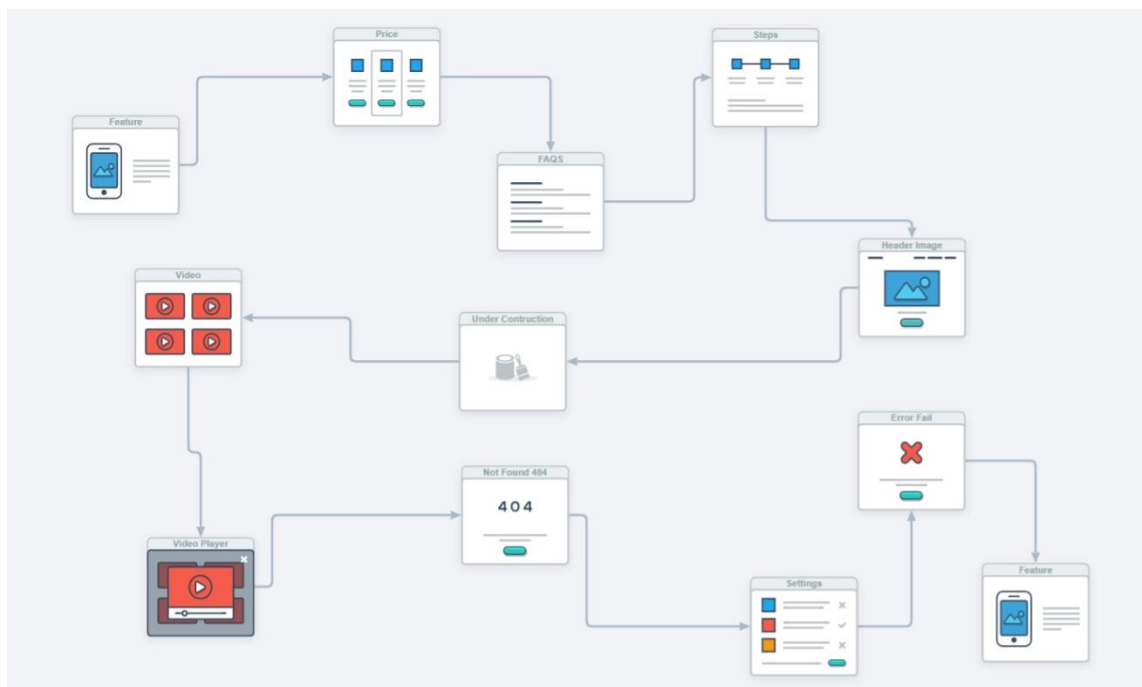
#### **3. Collect Feedback:**

- Utilize Wireflow's feedback features or conduct follow-up interviews to gather detailed responses.

## Step 6: Analyze and Report

1. Analyze Data:
  - Review the feedback and data collected. Look for patterns in ease of use and user preferences.
2. Compare Results:
  - Compare how different user groups interacted with familiar vs. unfamiliar navigation.
3. Create a Report:
  - Summarize your findings, highlighting insights, challenges, and recommendations

## Output:



## Result:

Hence the design of a prototype with both well-known and new navigation elements and measure user-friendliness across different user groups using Wireflow has been successfully studied and executed.