

# **RAJALAKSHMI ENGINEERING COLLEGE**

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**



**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:**

Tool link: <https://wireflow.co/>

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