

**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.

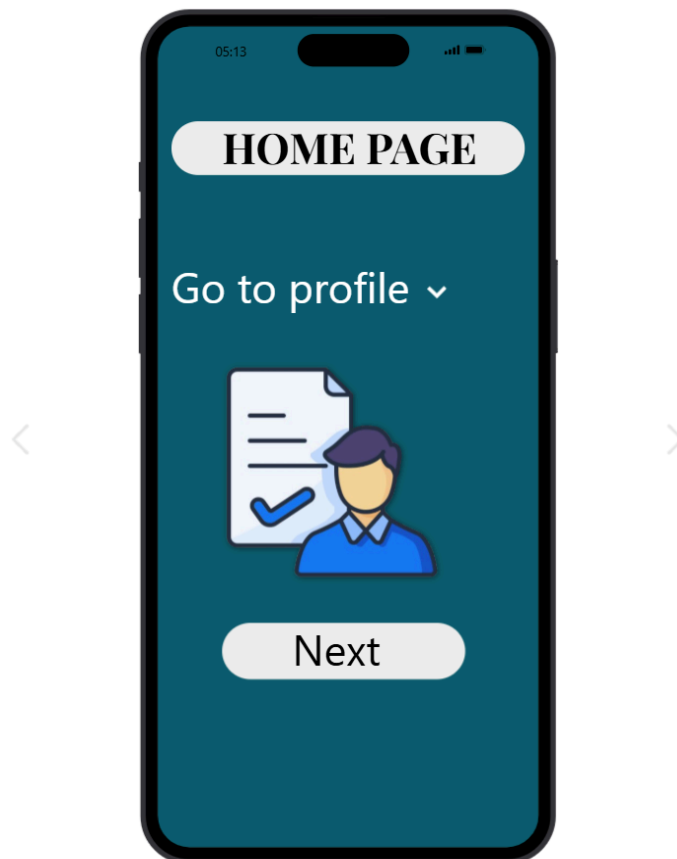
### **2. Compare Groups:**

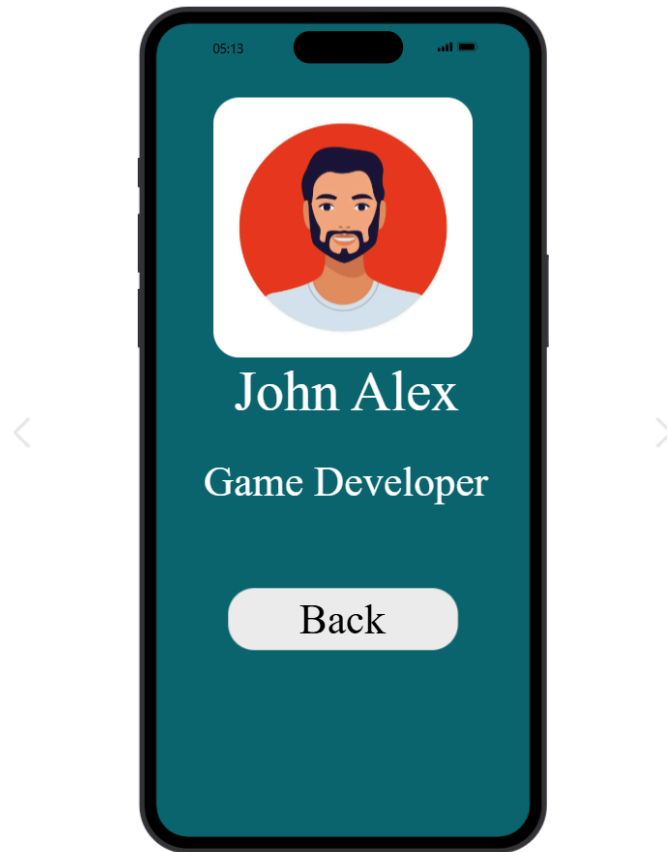
- Compare how different user groups responded to familiar vs. unfamiliar navigation.

### **3. Report Findings:**

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

## **OUTPUT:**





## **RESULT:**

Thus the development of a prototype incorporating both familiar and novel navigation elements and assess usability among diverse user groups using Proto.io.

