

**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:**

**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

## 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.

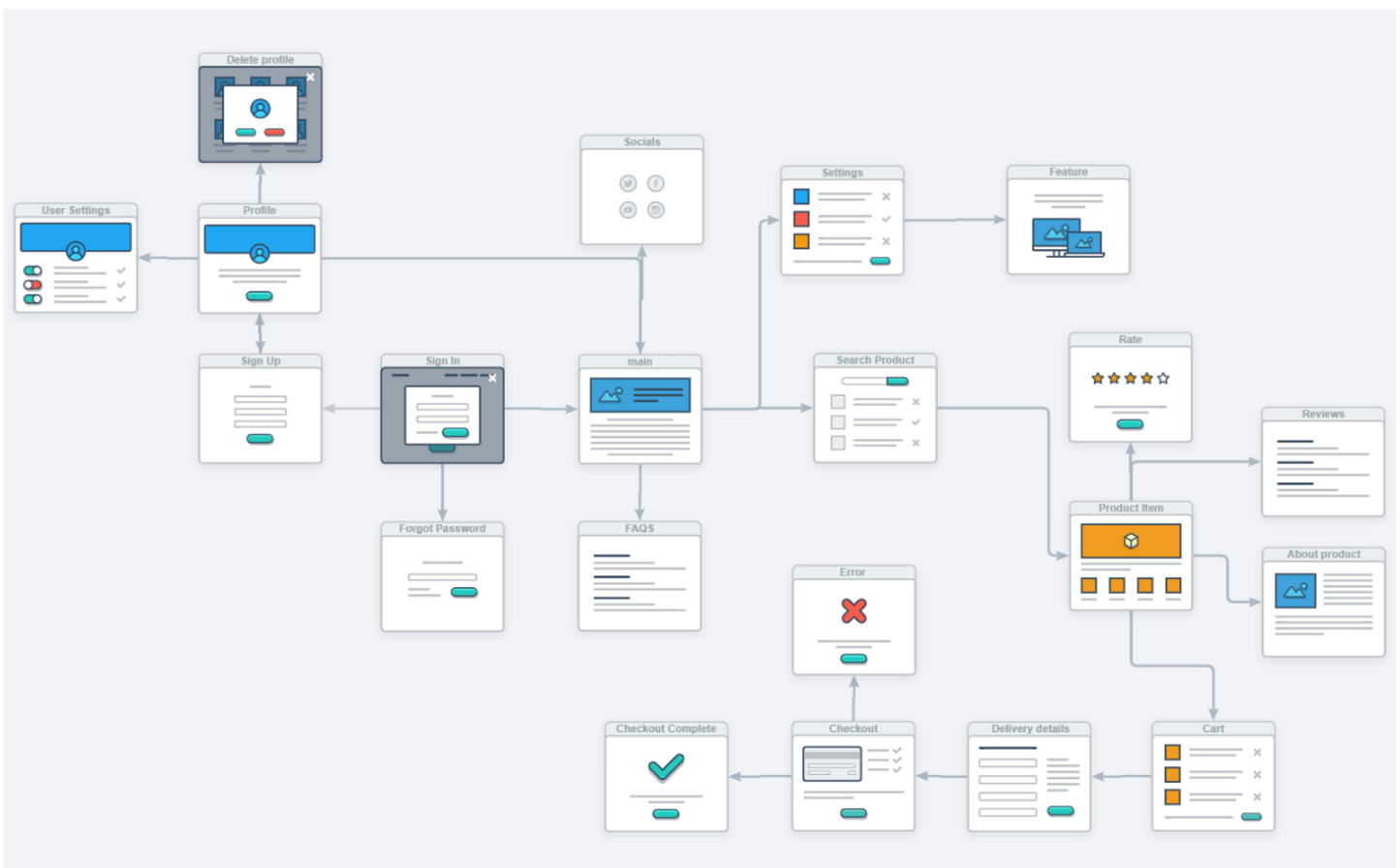
### 2. Compare Results:

- 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**

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