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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:
 - o Click on the "+" button in the left panel to add a new screen.
 - o 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.

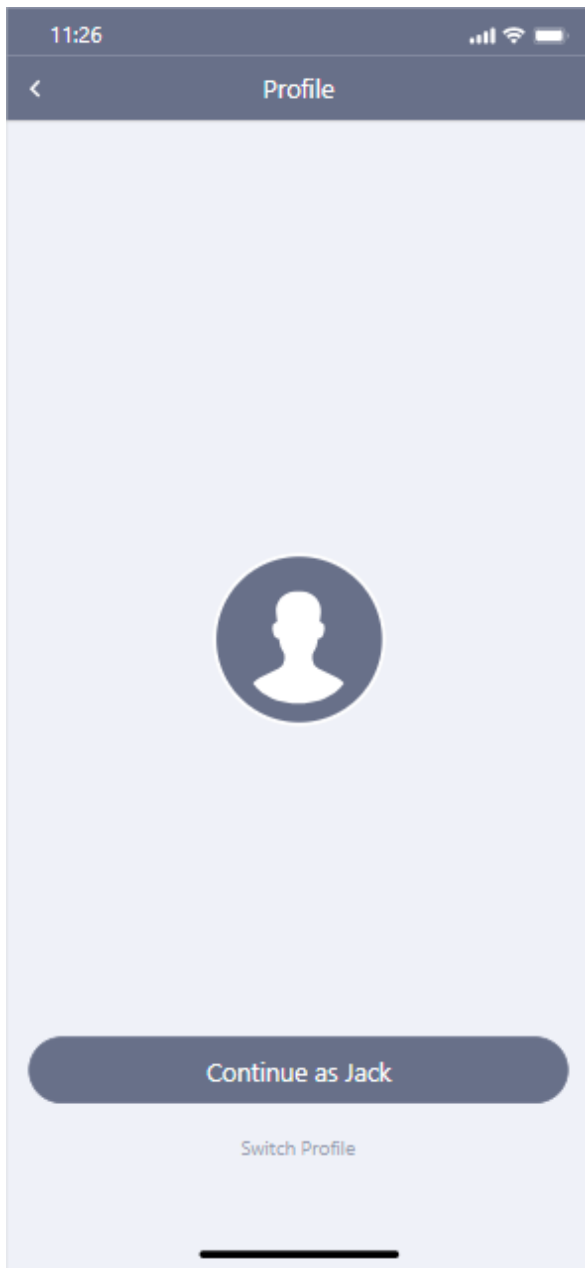
2. Compare Groups:

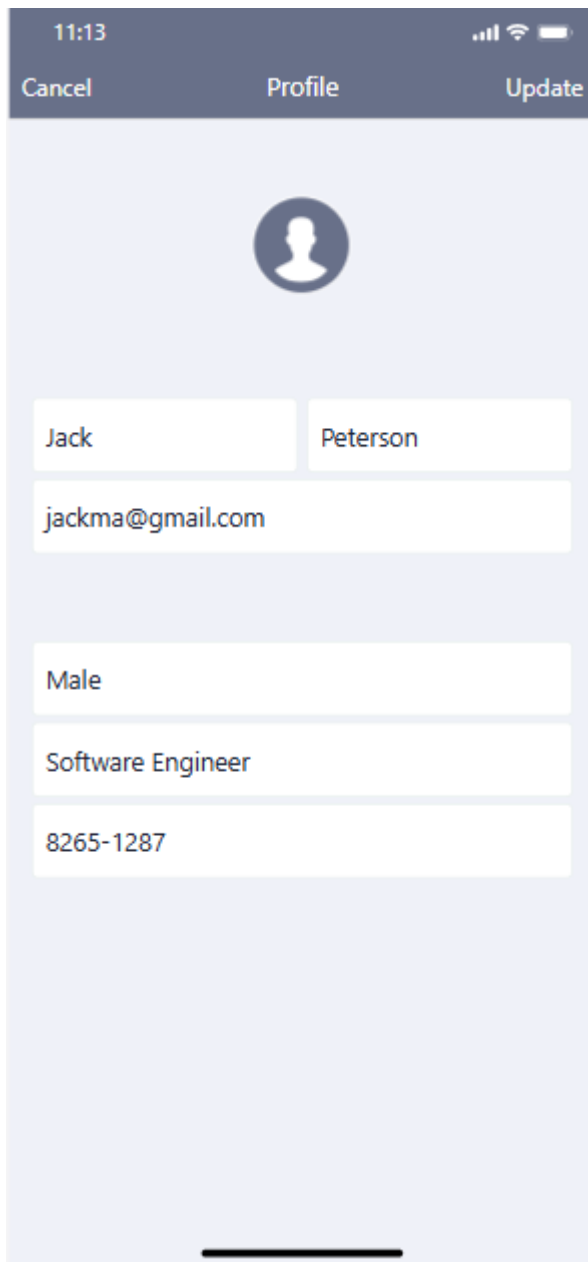
- Compare how different user groups responded to familiar vs. unfamiliar navigation.

3. Report Findings:

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

OUTPUT:





A mobile application prototype for a user profile. The interface features a dark blue header bar with the time '11:13' on the left, and signal, Wi-Fi, and battery status icons on the right. Below the header, the word 'Profile' is centered, flanked by 'Cancel' on the left and 'Update' on the right. The main content area has a light blue background. At the top of this area is a circular profile picture placeholder with a white silhouette on a dark blue background. Below the picture are four white input fields. The first field is split into two parts: 'Jack' on the left and 'Peterson' on the right. The second field contains the email address 'jackma@gmail.com'. The third field contains the gender 'Male'. The fourth field contains the occupation 'Software Engineer'. Below these fields is a fifth white input field containing the phone number '8265-1287'. A black horizontal line at the bottom of the screen represents the mobile home indicator bar.

11:13

Cancel Profile Update

Profile Picture Placeholder

Jack Peterson

jackma@gmail.com

Male

Software Engineer

8265-1287

RESULT:

Hence the prototype with familiar and unfamiliar navigation elements is designed and implemented.