RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105

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:
    o Familiar: Standard menus, top bars, footers, and sidebar navigation.
    o Unfamiliar: Novel features such as hidden menus, gesture-based navigation, or custom swipes.
2. Sketch Your Layout:
    o 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:
    o Head to Wireflow and create an account or log in if you already have one.
2. Start a New Project:
    o Click on "New Project" and name it. Choose a template or start from scratch.

Step 3: Design the Prototype

1. Add Familiar Navigation Elements:
    o Drag and drop components like menus, header bars, buttons, etc., into your screens.
2. Incorporate Unfamiliar Elements:
    o Introduce hidden menus, unique gestures, or unexpected interactions.
3. Link Screens:
    o Use Wireflow's linking tools to create connections and transitions between screens.

Step 4: Prepare for Usability Testing

1. Identify User Groups:
    o Segment users based on age, tech-savviness, or previous experience with similar products.
2. Recruit Participants:
    o Use online tools like UserTesting, forums, or social media to find participants.

Step 5: Conduct Testing

1. Share the Prototype:
    o Invite users to interact with your prototype via a shareable link from Wireflow.
2. Test Sessions:
    o Ask users to complete tasks using both types of navigation. Observe their interactions and collect feedback.
3. Collect Feedback:
    o Utilize Wireflow's feedback features or conduct follow-up interviews to gather detailed responses.

Step 6: Analyze and Report

1. Analyze Data:
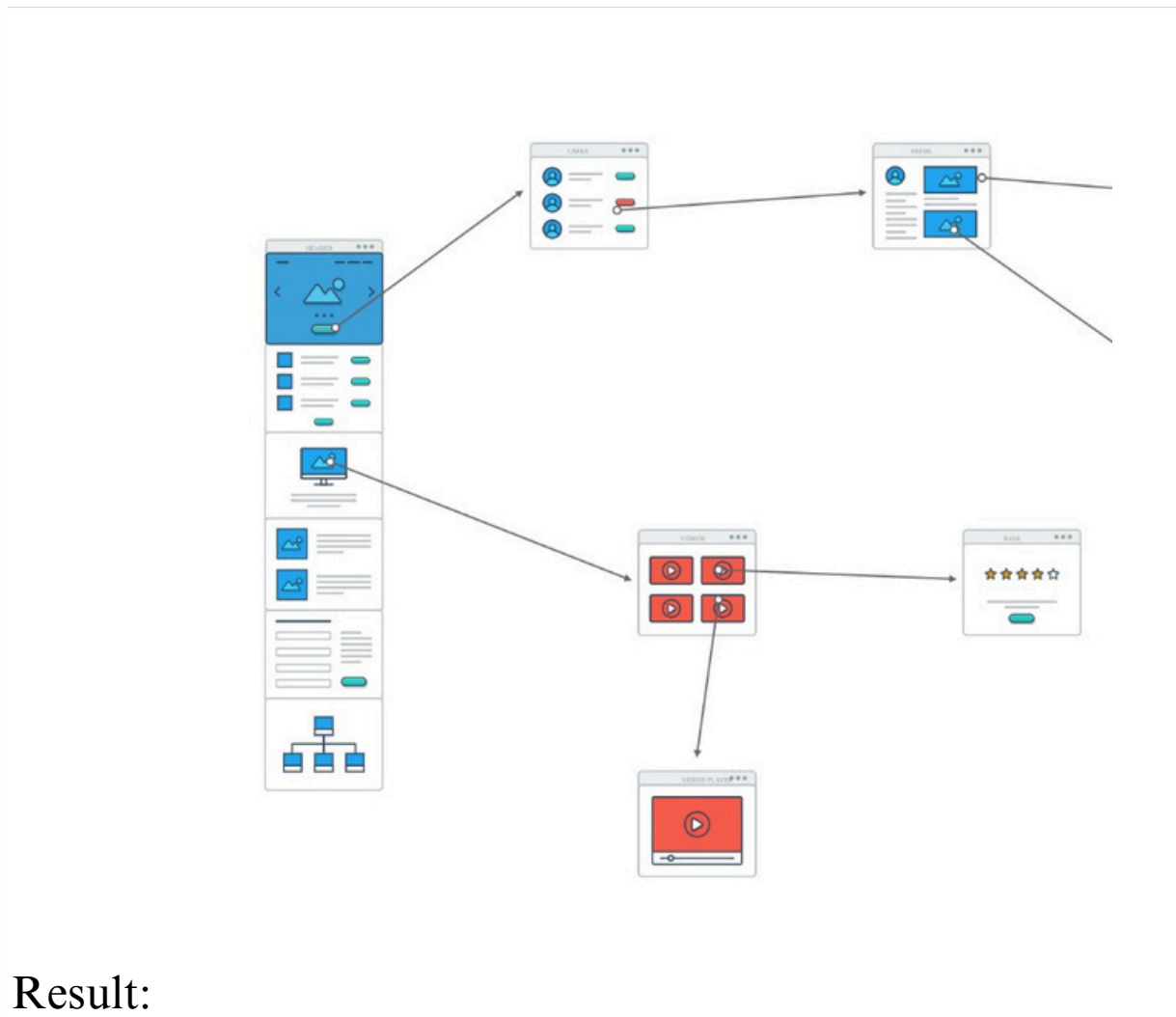   o Review the feedback and data collected. Look for patterns in ease of use and user preferences.

2. Compare Results:
   o Compare how different user groups interacted with familiar vs. unfamiliar navigation.
3. Create a Report:
   o 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.