

# User Interface Design

## Exercise 5: Prototype with Familiar & Unfamiliar Navigation

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**Date:** *12-04-2025*

### Objective:

To create a wireflow prototype demonstrating both familiar and unfamiliar navigation elements and to evaluate their ease of use among different user groups.

### Tool Used:

- **Wireflow** (<https://app.wireflow.co>): A free tool for creating user flow diagrams.

### Prototype Description:

The following screens were designed to illustrate a simple user journey from home to profile settings.

#### ◆ Screens Created:

1. **Home** – Starting screen with a top navigation bar (Familiar)
2. **Menu** – Vertical navigation panel with multiple links (Unfamiliar)
3. **Profile** – Standard layout showing user details (Familiar)
4. **Settings** – Option list with toggles and icons (Unfamiliar)

## Navigation Element Classification:

Screen	Navigation Element	Type	Reasoning
Home	Top Navigation Bar	Familiar	Commonly used in most applications and websites
Menu	Vertical List of Links (side)	Unfamiliar	Not instantly visible; hidden under menu
Profile	Icon Button with Label	Familiar	Directly clickable and clear to users
Settings	Swipe-to-Reveal Toggles/Icons	Unfamiliar	Requires gestures; not obvious for first-time users

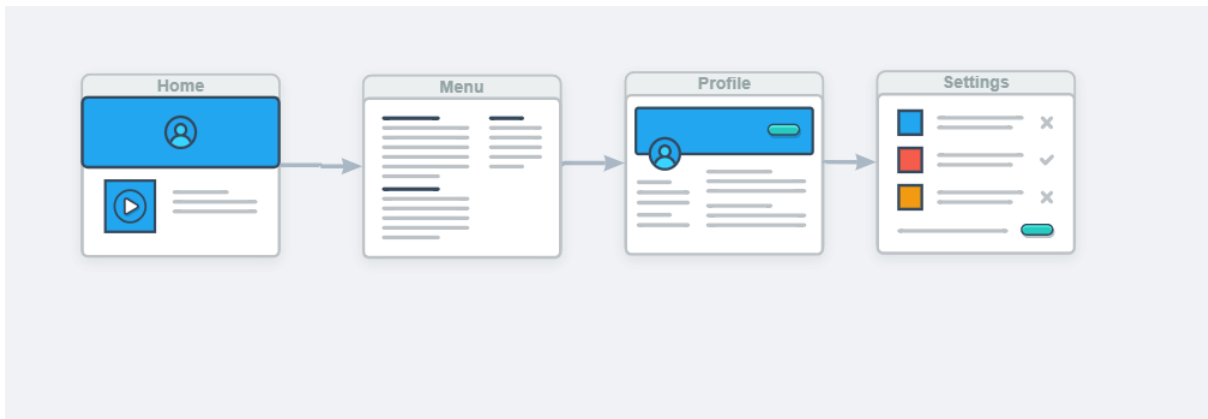
## Ease of Use Evaluation:

User Group	Familiar Elements Experience	Unfamiliar Elements Experience
Tech-savvy Users	Quick and intuitive	Learned unfamiliar parts quickly
Average Users	Easy to navigate	Took some time but adapted
Elderly Users	Very comfortable	Faced difficulty with hidden menus

## Insights & Improvements:

- Familiar navigation boosts **confidence and speed**.
- Unfamiliar navigation may require **tooltips or onboarding tutorials**.
- Visibility is key — hidden menus should have **clear icons or indicators**.

## Screenshots of the Prototype:



## Conclusion:

This exercise highlights the importance of balancing innovation with usability in interface design. While unfamiliar elements can enhance aesthetics or functionality, ensuring users can intuitively understand them is critical for effective UI.