

EX NO :3b

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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:

- 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.

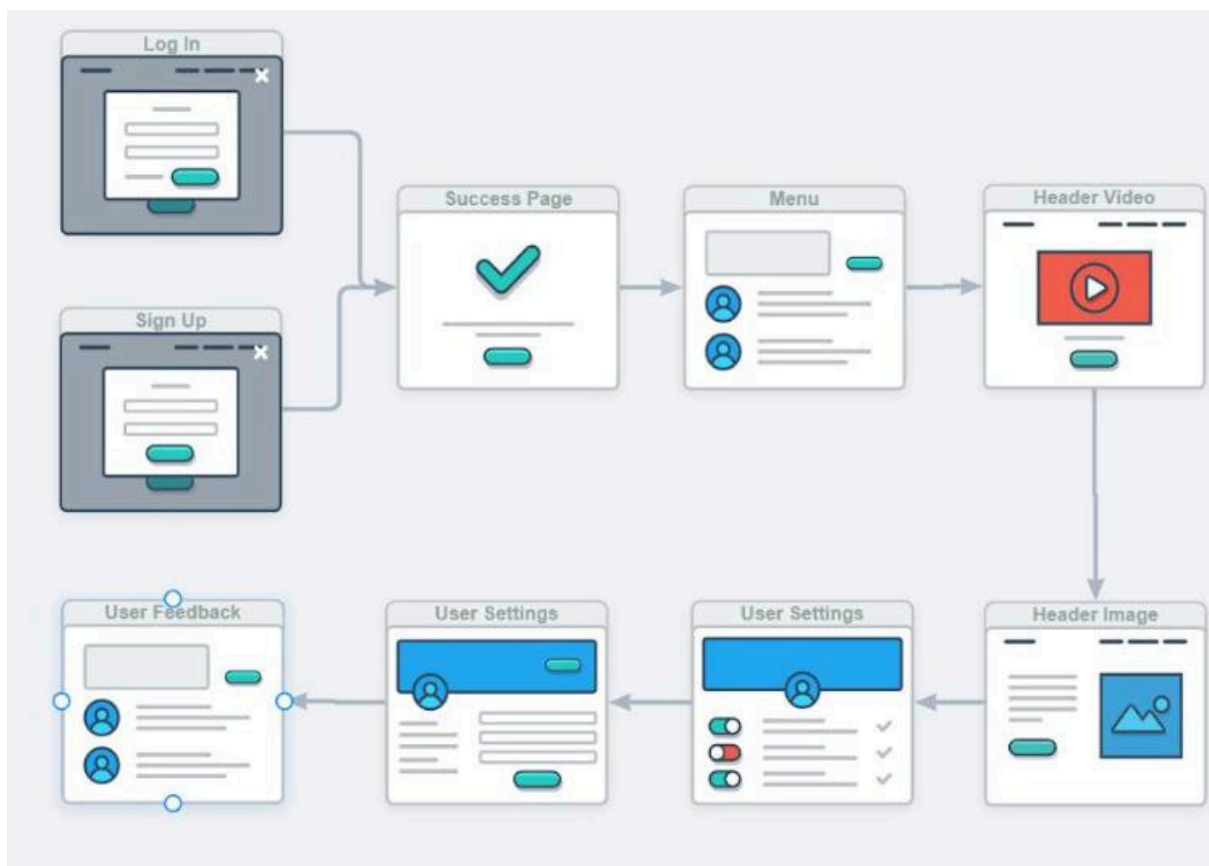
2. Compare Results:

- 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 , creating a prototype flowchart for online shopping system using wireflow has been executed successfully.

