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 one.
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:
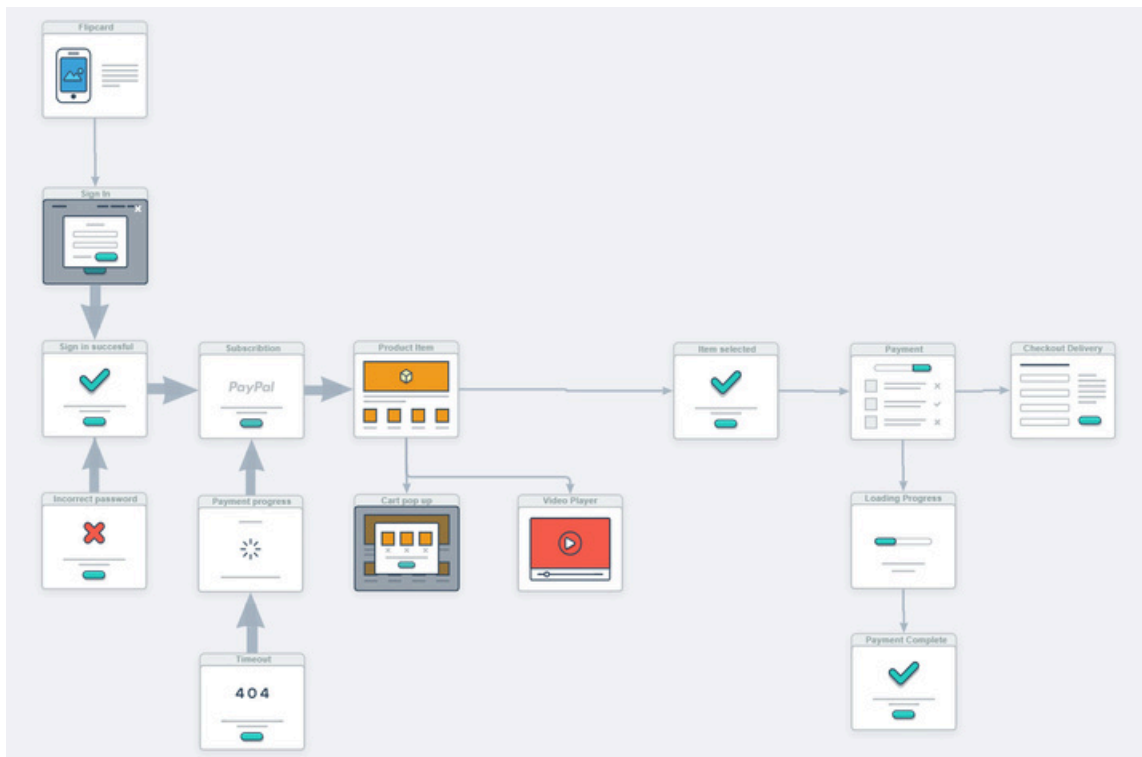○ Review the feedback and data collected. Look for patterns in ease of use and user preferences.

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:

Hence, a prototype with both well-known and new navigation elements and measure user-friendliness across different user groups using Wireflow has been executed successfully.