Exercise 3a: 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:

Step 1: Sign Up and Log In

- Go to proto.io, sign up or log in.

Step 2: Create a New Project

- Click "Create New Project," name it, select device type (e.g., iPhone X), and click "Create."

Step 3: Design the Home Screen

- Add a new screen (Blank, name it "Home").

- Drag a "Header" widget, edit text to "Home Screen."

- Add a "Button" widget, change text to "Go to Profile."

- Set button interaction: Trigger = "Tap/Click," Action = "Navigate to Screen" → create "Profile" screen.

Step 4: Design the Profile Screen

- Add a "Header" widget, edit text to "Profile Screen."

- Add an "Image" widget for the profile picture.

- Add a "Text" widget for profile info (e.g., "John Doe, Software Engineer").

- Add a "Button" (Back to Home), set interaction: Trigger = "Tap/Click," Action = "Navigate to Screen" → Home.
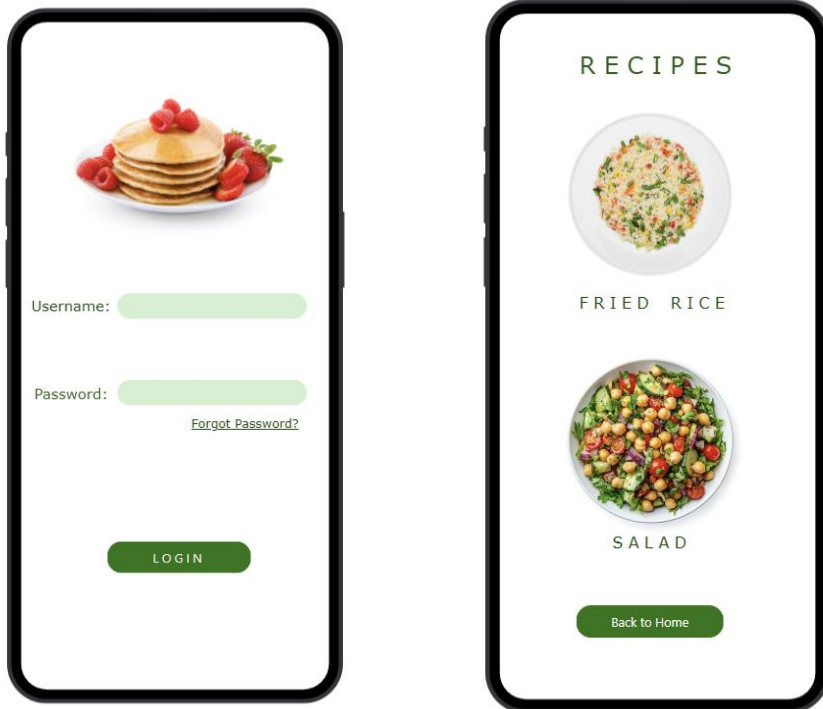
Step 5: Preview the Prototype

- Click "Preview" and interact with the prototype.

Step 6: Share the Prototype

- Click "Share," copy the link, and send it for feedback.

Output:

Link:

https://pr.to/NBZTTR/

Result:

Hence, the prototypes were successfully designed using Proto.io.