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:

i) Example 1:

Tool Link: https://proto.io/

Step 1: Sign Up and Log In

1. Go to proto.io.

2. Sign up for a new account or log in if you already have one.

Step 2: Create a New Project

1. Click on &quot;Create New Project.&quot;

2. Give your project a name (e.g., &quot;Simple App Example&quot;).

3. Select the device type (e.g., Mobile - iPhone X).

4. Click &quot;Create&quot; to start the project.

Step 3: Design the Home Screen

1. Add a New Screen:

○ Click on the &quot;+&quot; button in the left panel to add a new screen.

○ Choose &quot;Blank&quot; and name it &quot;Home.&quot;

2. Add Elements to the Home Screen:

○ Drag a &quot;Header&quot; widget from the &quot;Widgets&quot; panel to the top of the

screen.

○ Double-click the header to edit the text and change it to &quot;Home Screen.&quot;

○ Drag a &quot;Button&quot; widget onto the screen. Place it in the center.

○ Double-click the button to edit the text and change it to &quot;Go to Profile.&quot;

3. Add Interaction:

○ Select the button and click on the &quot;Interactions&quot; tab on the right panel.

○ Click &quot;+ Add Interaction.&quot;

○ Set the trigger to &quot;Tap/Click.&quot;

○ Set the action to &quot;Navigate to Screen&quot; and choose &quot;New Screen.&quot;

○ Create a new screen and name it &quot;Profile.&quot;

Step 4: Design the Profile Screen

1. Add Elements to the Profile Screen:

○ On the newly created Profile screen, drag a &quot;Header&quot; widget to the top

of the screen.

○ Double-click the header to edit the text and change it to &quot;Profile

Screen.&quot;

○ Drag an &quot;Image&quot; widget onto the screen. Place it below the header.

○ Double-click the image to upload a profile picture or any placeholder

image.

○ Drag a &quot;Text&quot; widget onto the screen to add some profile information

(e.g., &quot;John Doe, Software Engineer&quot;).

2. Add Back Button:

○ Drag a &quot;Button&quot; widget onto the screen.

○ Double-click the button to edit the text and change it to &quot;Back to

Home.&quot;

3. Add Interaction:

○ Select the button and click on the &quot;Interactions&quot; tab on the right panel.

○ Click &quot;+ Add Interaction.&quot;

○ Set the trigger to &quot;Tap/Click.&quot;

○ Set the action to &quot;Navigate to Screen&quot; and choose &quot;Home.&quot;

Step 5: Preview the Prototype

1. Click on the &quot;Preview&quot; button in the top-right corner.

2. Interact with the prototype by clicking on the buttons to navigate between the

Home and Profile screens.

Step 6: Share the Prototype

1. Click on the &quot;Share&quot; button in the top-right corner.

2. Copy the shareable link and send it to others for feedback.

i) Example 2:

Step 1: Plan Your Prototype

1. Identify Your Elements:

○ Familiar: Common navigation elements such as a top menu bar, side

panels, breadcrumb trails, and footer links.

○ Unfamiliar: Experiment with things like hidden menus, gesture-based

navigation, or voice commands.

2. Sketch Out Your Concept:

○ Draft wireframes on paper, using tools like Figma or Sketch to visualize

how both elements will coexist.

Step 2: Start Your Project on Proto.io

1. Sign Up/Log In:

○ Go to Proto.io and either create an account or log in if you already have

one.

2. Create New Project:

○ Click on the “Create a new project” button, select the type of project,

and give it a name.

3. Choose a Template:

○ Select a template that suits your needs or start from scratch.

Step 3: Design Your Screens

1. Familiar Navigation:

○ Drag and drop elements like menus, tabs, buttons that users are

accustomed to.

2. Unfamiliar Navigation:

○ Add unique elements such as swipe gestures, hover interactions, or

voice commands.

3. Link Screens:

○ Use Proto.io’s interaction design tools to set up transitions between

screens.

Step 4: Gather User Groups

1. Define User Groups:

○ Segment users into different categories such as age group, tech-

savviness, or experience with similar products.

2. Recruit Participants:

○ Use platforms like UserTesting, surveys, or social media to find

participants.

Step 5: Conduct Usability Testing

1. Deploy the Prototype:

○ Share the unique project link or invite users to test your prototype

directly through Proto.io.

2. Test Sessions:

○ Conduct usability tests with users from each group, giving them specific

tasks to accomplish.

3. Collect Feedback:

○ Use Proto.io’s feedback tools or conduct interviews to gather their

thoughts and experiences.

Step 6: Analyze and Evaluate

1. Data Analysis:

○ Look at how users interacted with each element. Use Proto.io’s analytics

tools to draw insights.

2. Compare Groups:

○ Compare how different user groups responded to familiar vs. unfamiliar

navigation.

3. Report Findings:

○ Summarize the results in a detailed report highlighting key insights, pain

points, and recommendations.

OUTPUT:

