

# **EXPERIMENT – UI/UX PROTOTYPE**

## **1. AIM**

The aim of this experiment is to design and develop a mobile application prototype using Proto.io that enables students to report complaints, track their status, and receive quick campus support. The objective is to create a user-friendly interface incorporating familiar and intuitive navigation elements.

## **INTRODUCTION**

Educational institutions require an efficient system to manage student complaints and service requests. Traditional complaint mechanisms are often slow, unclear, and difficult to track.

To address this issue, a mobile prototype named **CampusCare** was designed. The application allows students to:

- Submit complaints
- Track complaint status
- Provide feedback
- Access help and support

The design focuses on simplicity, clarity, and accessibility while maintaining a professional interface.

## **OBJECTIVES**

- To design a campus complaint management prototype
- To integrate user-friendly navigation elements
- To create a simple authentication system (Sign up / Sign in)
- To ensure ease of complaint tracking
- To evaluate usability and accessibility.

## **TOOL USED**

Proto.io – A cloud-based prototyping platform used to design interactive mobile application interfaces.

## **DESCRIPTION OF THE PROTOTYPE**

The CampusCare application consists of three primary screens:

### **Welcome / Home Screen**

This screen greets the user after login.

Features:

- Welcome message (“Welcome Shanthosh!!”)
- Four main functional buttons:
  - Complaint
  - Status
  - Feedback
  - Help
    - Quick Support tagline (“Quick Support Anytime, Anywhere”)
    - Green-themed UI for calm and professional appearance

Purpose:

This screen acts as the main dashboard, allowing users to navigate to core functionalities easily.

### **Sign Up Screen**

This screen allows new users to create an account.

Features:

- Application name (CampusCare)
- Tagline: “Report. Track. Resolve”
- Sign Up button
- Option for existing users to Log In

This screen ensures simple onboarding for new users.

## **Sign In Screen**

This screen provides authentication access.

Features:

- Email input field
- Password input field
- Sign In button
- Social login option (Facebook)
- Terms of Service and Privacy Policy notice

The authentication layout follows standard login patterns used in modern applications.

## **FAMILIAR NAVIGATION ELEMENTS**

The following familiar UI components were implemented:

- Sign up and Sign in buttons
- Email and password input fields
- Dashboard grid layout
- Back arrow navigation
- Social login option

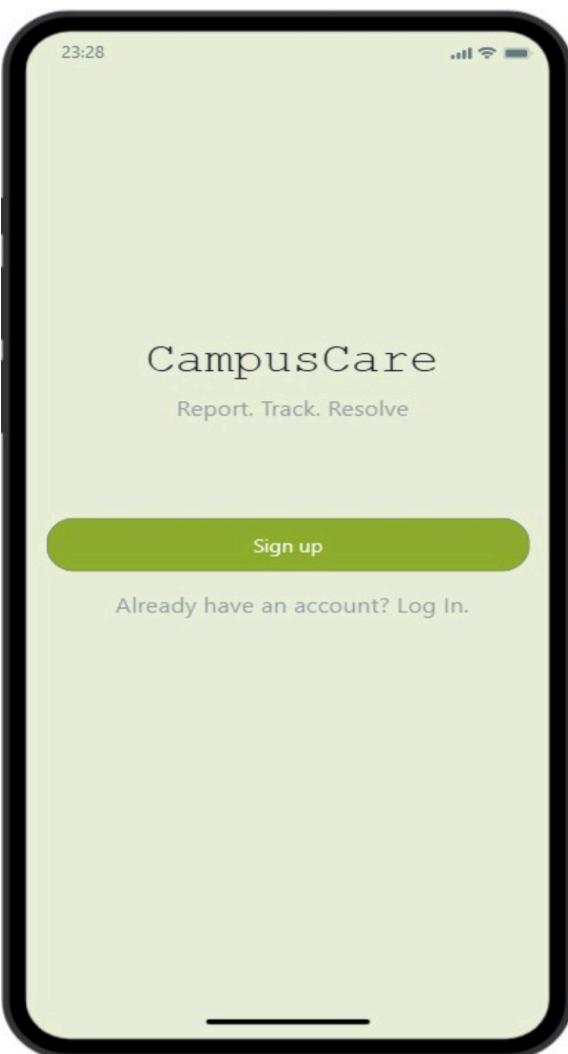
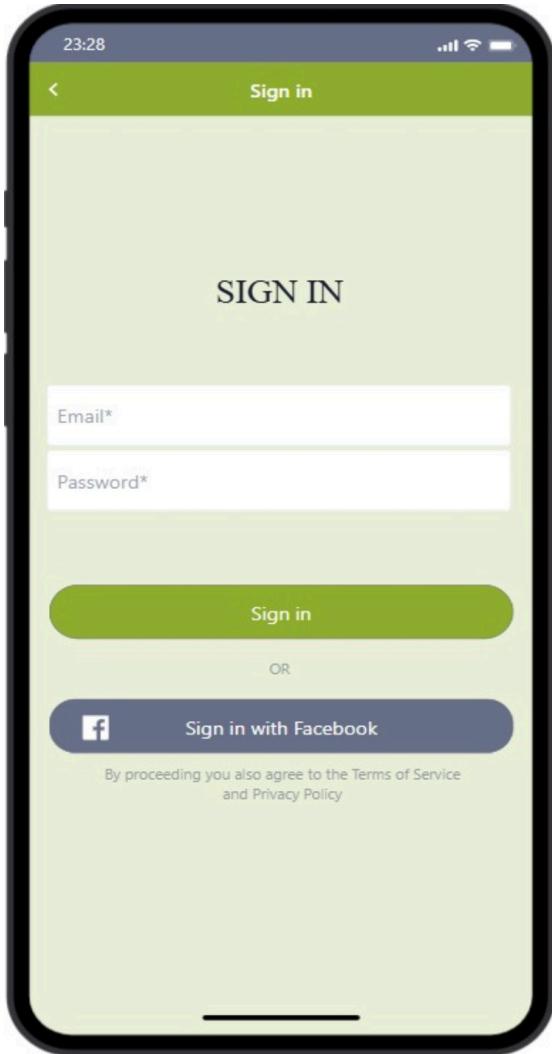
These elements reduce the learning curve and make the application intuitive.

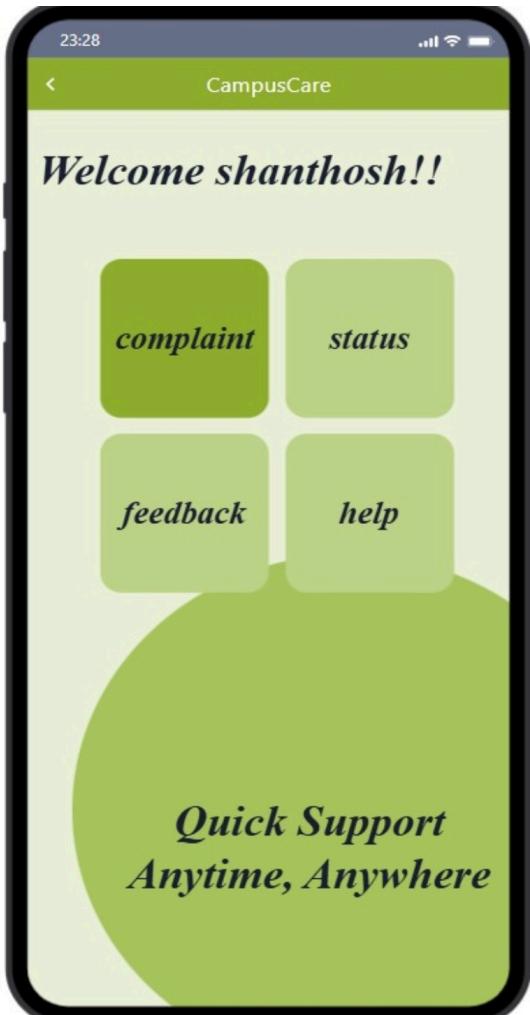
## **DESIGN FEATURES**

- Consistent green color theme for calm and trust
- Rounded buttons for modern appearance
- Clear typography hierarchy
- Minimalistic layout to avoid clutter
- Grid-based navigation on dashboard

The design emphasizes readability and simplicity.

## **OUTPUT**





## RESULT

The CampusCare prototype successfully demonstrates a structured complaint and support management system. The interface provides clear navigation and organized service categories.

The application ensures that users can report, track, and resolve issues efficiently through an intuitive dashboard.