

## **EXP NO: 3B**

**TITLE: Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups using wireflow.**

### **AIM:**

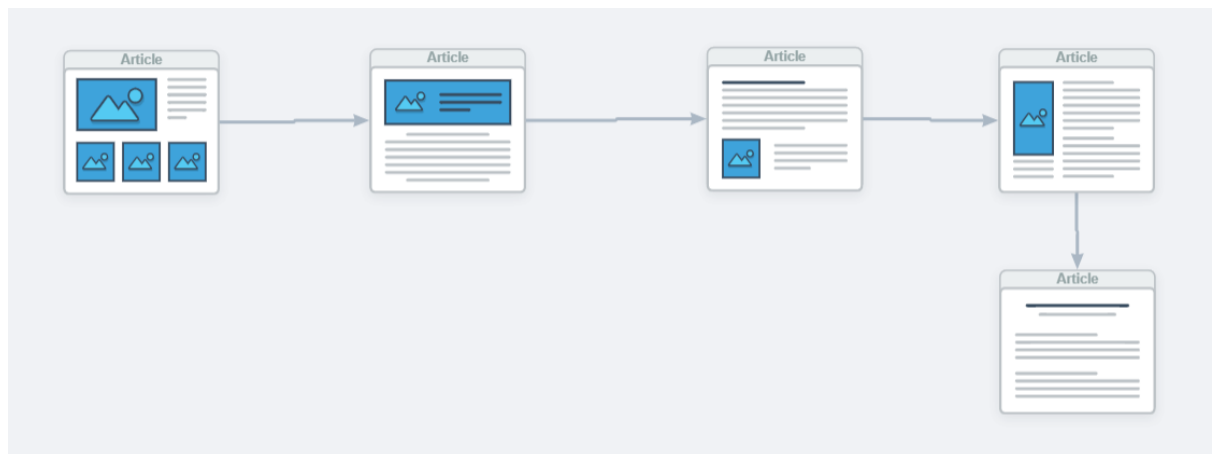
The aim is to design a prototype with both well-known and new navigation elements

and measure user-friendliness across different user groups using Wireflow.

### **PROCEDURE:**

1. Define the navigation elements by deciding which ones will be familiar (like top bars and menus) and which will be unfamiliar (such as hidden menus or gesture controls).
2. Sketch the layout of your app using paper or digital tools like Figma to visualize the design and user flow.
3. Sign up or log in to Wireflow, then start a new project by naming it and choosing a blank canvas or template.
4. Design your prototype by adding familiar UI components and creatively incorporating unfamiliar navigation elements.
5. Link the screens using Wireflow's tools to simulate how users will navigate between different parts of the app.
6. Identify your target user groups, recruit participants online, and share your prototype link with them for usability testing.
7. Collect and analyze feedback from the test sessions, compare user.

### **OUTPUT:**



**RESULT:** The prototype with both familiar and innovative navigation elements was successfully designed using Wireflow.