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 & Log In

* Go to [proto.io](https://proto.io/)
* Sign up or log in

Step 2: Create a New Project

* Click "Create New Project"
* Enter project name (e.g., "Simple App Example")
* Select device type (e.g., iPhone X)
* Click "Create"

Step 3: Design Home Screen

* Add Screen: Click "+" → Select "Blank" → Name it "Home"
* Add Elements:
  + Drag "Header" → Edit text to "Home Screen"
  + Drag "Button" → Edit text to "Go to Profile"
* Add Interaction:
  + Select button → "Interactions" tab → "+ Add Interaction"
  + Trigger: Tap/Click, Action: Navigate to Screen → Create "Profile" screen

Step 4: Design Profile Screen

* Add Elements:
  + Drag "Header" → Edit text to "Profile Screen"
  + Drag "Image" → Upload profile picture
  + Drag "Text" → Add profile info (e.g., "John Doe, Software Engineer")
* Add Back Button:
  + Drag "Button" → Edit text to "Back to Home"
* Add Interaction:
  + Select button → "Interactions" tab → "+ Add Interaction"
  + Trigger: Tap/Click, Action: Navigate to Home

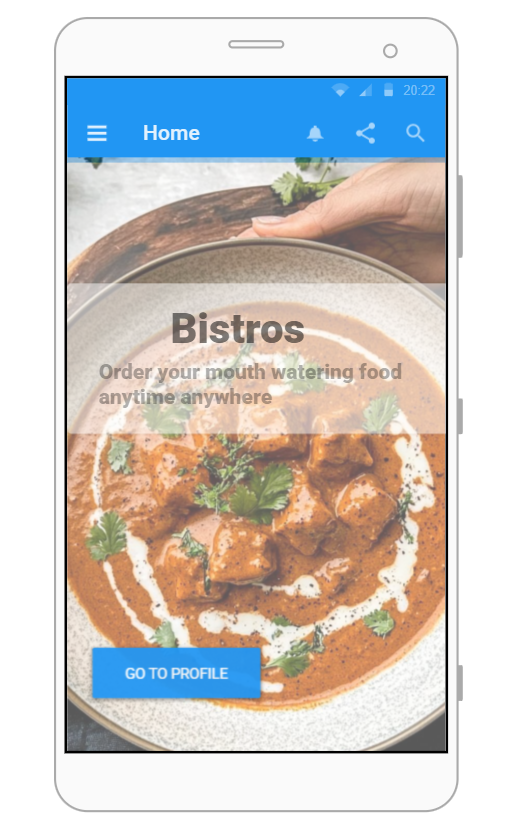
Step 5: Preview & Share

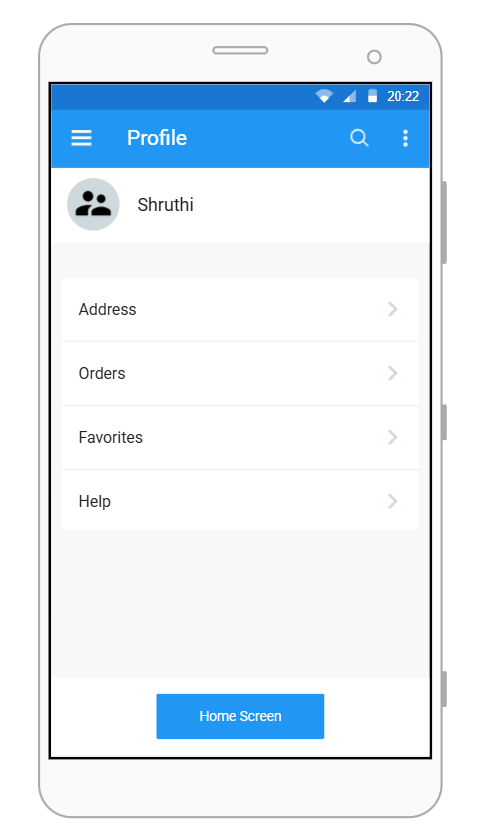
* Preview: Click "Preview" to test navigation
* Share: Click "Share" → Copy link → Share for feedback

Top of Form

Bottom of Form

**OUTPUTS:**





**RESULT:**

Successfully created an interactive prototype with a Home and Profile screen, implemented navigation using buttons, tested interactions using proto.io.

**Link:** https://pr.to/2GSLJI/