

**RAJALAKSHMI ENGINEERING COLLEGE**

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**RAJALAKSHMI  
ENGINEERING COLLEGE**

<p><b>CS23A34 USER INTERFACE AND DESIGN LAB</b></p>
<p><b>Laboratory Observation NoteBook</b></p>

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**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:**

Tool link: <https://wireflow.co/>

**Step 1: Plan Your Prototype**

**1. Define Navigation Elements:**

- Familiar: Standard menus, top bars, footers, and sidebar navigation.
- Unfamiliar: Novel features such as hidden menus, gesture-based navigation, or custom swipes.

## 2. Sketch Your Layout:

- Start with paper sketches or use tools like Figma or Sketch to visualize your design concepts.

## **Step 2: Set Up Your Wireflow Project**

### 1. Sign Up/Log In:

- Head to Wireflow and create an account or log in if you already have one.

### 2. Start a New Project:

- Click on &quot;New Project&quot; and name it. Choose a template or start from scratch.

## **Step 3: Design the Prototype**

### 1. Add Familiar Navigation Elements:

- Drag and drop components like menus, header bars, buttons, etc., into your screens.

### 2. Incorporate Unfamiliar Elements:

- Introduce hidden menus, unique gestures, or unexpected interactions.

### 3. Link Screens:

- Use Wireflow's linking tools to create connections and transitions between screens.

#### **Step 4: Prepare for Usability Testing**

##### **1. Identify User Groups:**

- Segment users based on age, tech-savviness, or previous experience with similar products.

##### **2. Recruit Participants:**

- Use online tools like UserTesting, forums, or social media to find participants.

#### **Step 5: Conduct Testing**

##### **1. Share the Prototype:**

- Invite users to interact with your prototype via a shareable link from Wireflow.

##### **2. Test Sessions:**

- Ask users to complete tasks using both types of navigation. Observe their interactions and collect feedback.

##### **3. Collect Feedback:**

- Utilize Wireflow's feedback features or conduct follow-up interviews to gather detailed responses.

## **Step 6: Analyze and Report**

### **1. Analyze Data:**

- Review the feedback and data collected. Look for patterns in ease of use and user preferences.

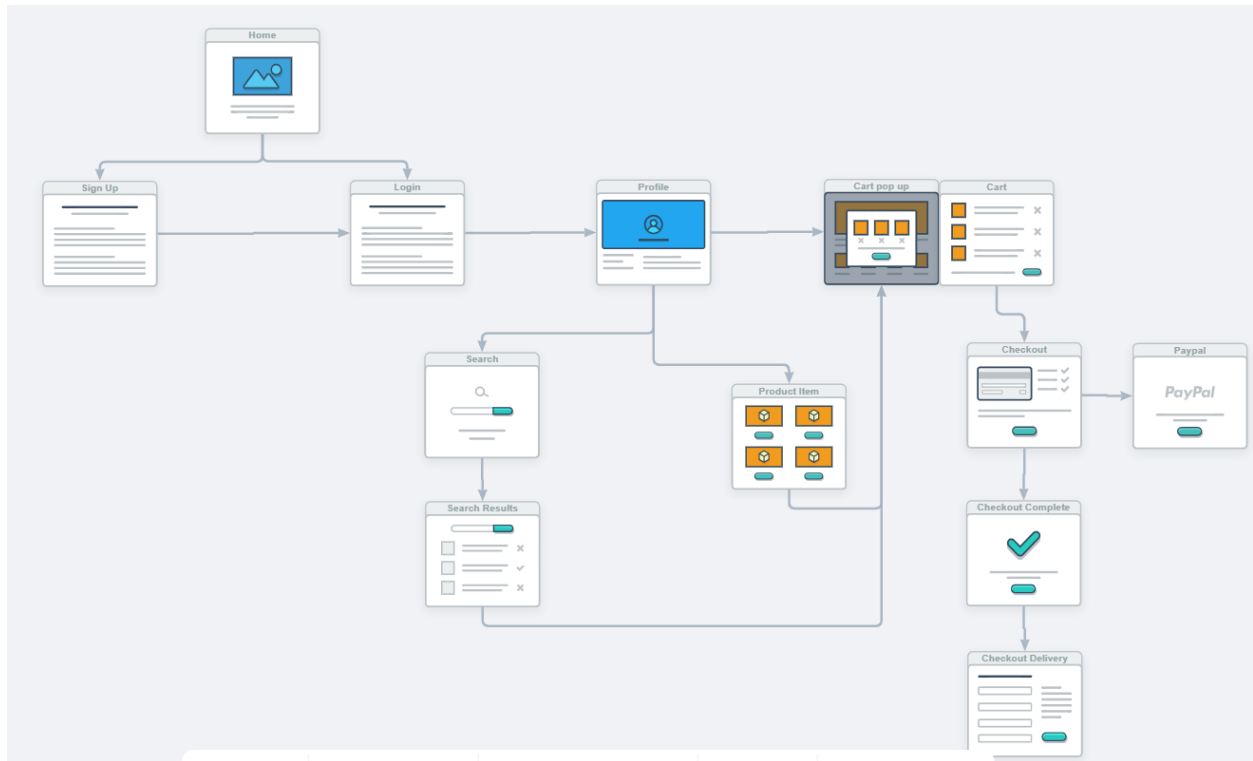
### **2. Compare Results:**

- Compare how different user groups interacted with familiar vs. unfamiliar navigation.

### **3. Create a Report:**

- Summarize your findings, highlighting insights, challenges, and recommendations

## **OUTPUT:**



## RESULT :

A prototype with familiar and unfamiliar navigation elements has been designed and the ease of use has been evaluated with different user groups using wireflow.