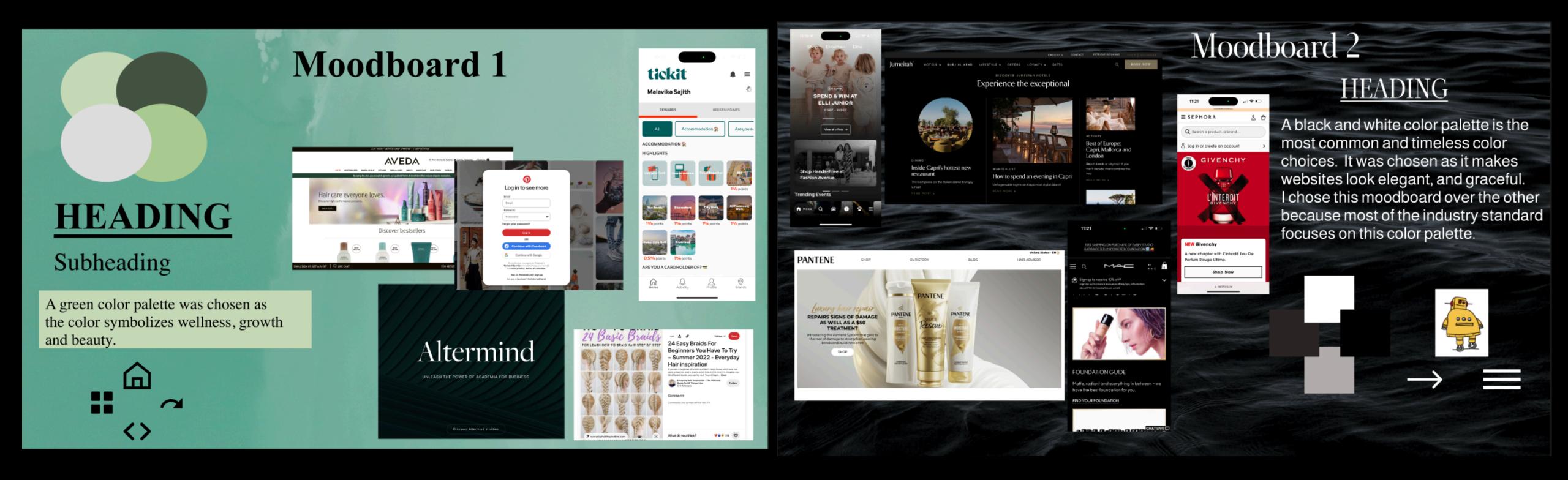
Instructables Part 3 ENP 166- Computer interface Design

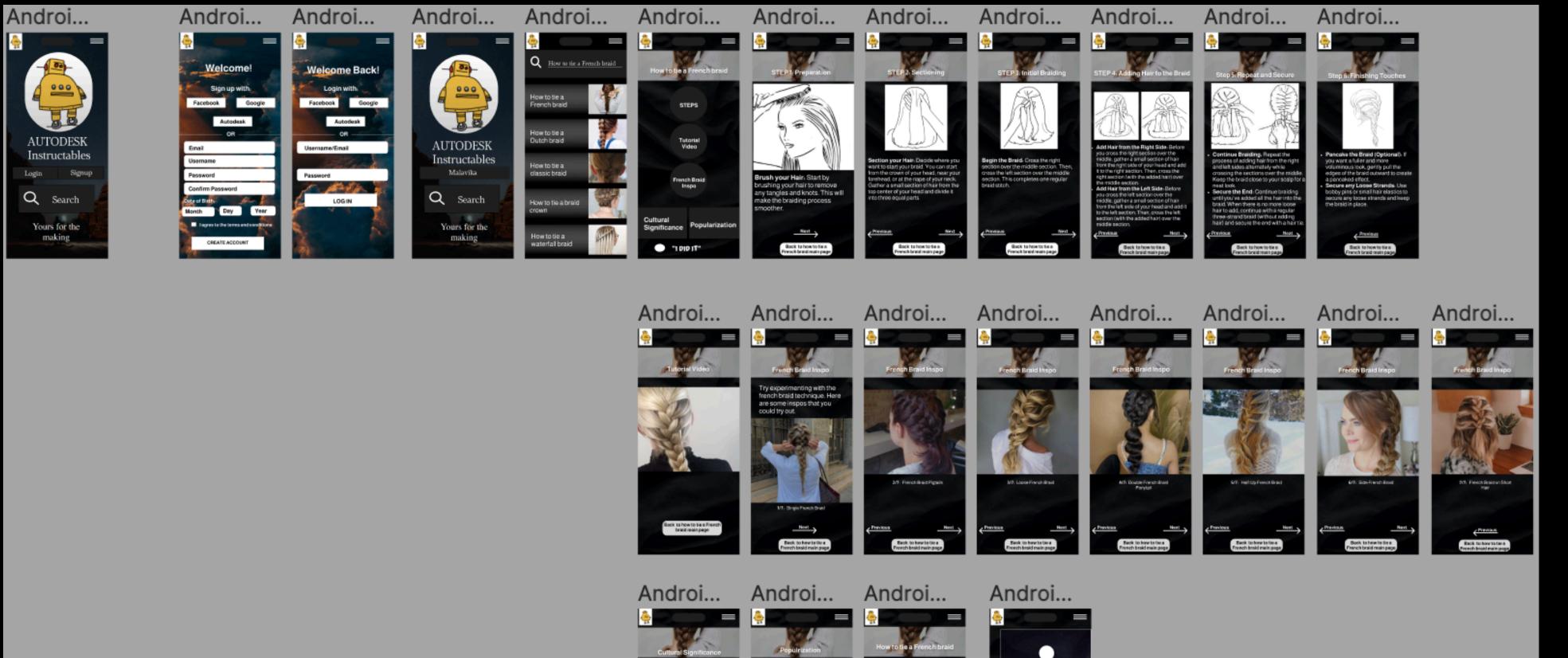
Malavika Sajith

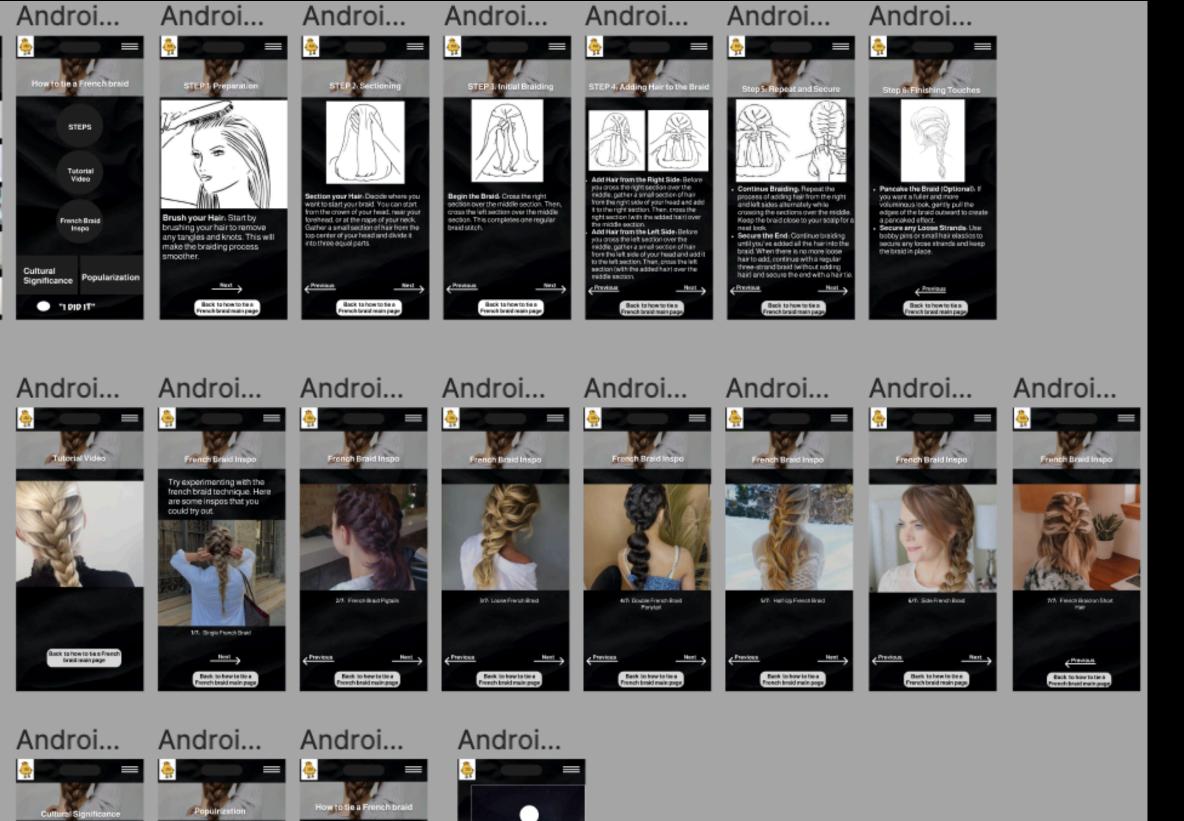
Mood boards

https://www.figma.com/file/gGV01GgxGxlbKGOFrDnFgV/Moodboards?type=design&nodeid=0%3A1&mode=design&t=wpSzPIwE5EUZ0i4x-1



Wireframe





AUTODESK

HOME

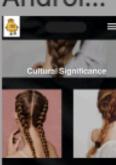
Q Search

Tutorial Video

French Braid Imapo

Cultural Significance Popularization

🛛 "I DID IT"





https://www.figma.com/file/ufcTpCsgJhCVz8Oq1hxNCj/Wireframe-high-fidelity?type=design&node-id=0%3A1&mode=design&t=D98y4dpfLO1Q0xgy-1

Usability test

- User was able to follow along and navigate through the instructables app. User first looked through the steps and then watched the tutorial video for
- more clarity.
- User was able to complete the given task in real life.
- The other parts of the tutorial like inspos, cultural significance, and popularization were looked at by the user. However only the inspos seemed interesting to read and look through.