

UI/UX Designing

UI/UX Design Mastery



Design clear, player-friendly interfaces that improve gameplay flow and decision-making.

📌 Module Overview

This module focuses on designing game interfaces that enhance player experience. Learners will work on layout, HUD design, and interaction feedback to ensure clarity during gameplay, along with evaluating and improving UI through structured critique.

🕒 Duration : 2 Weeks

🎯 What You Will Learn

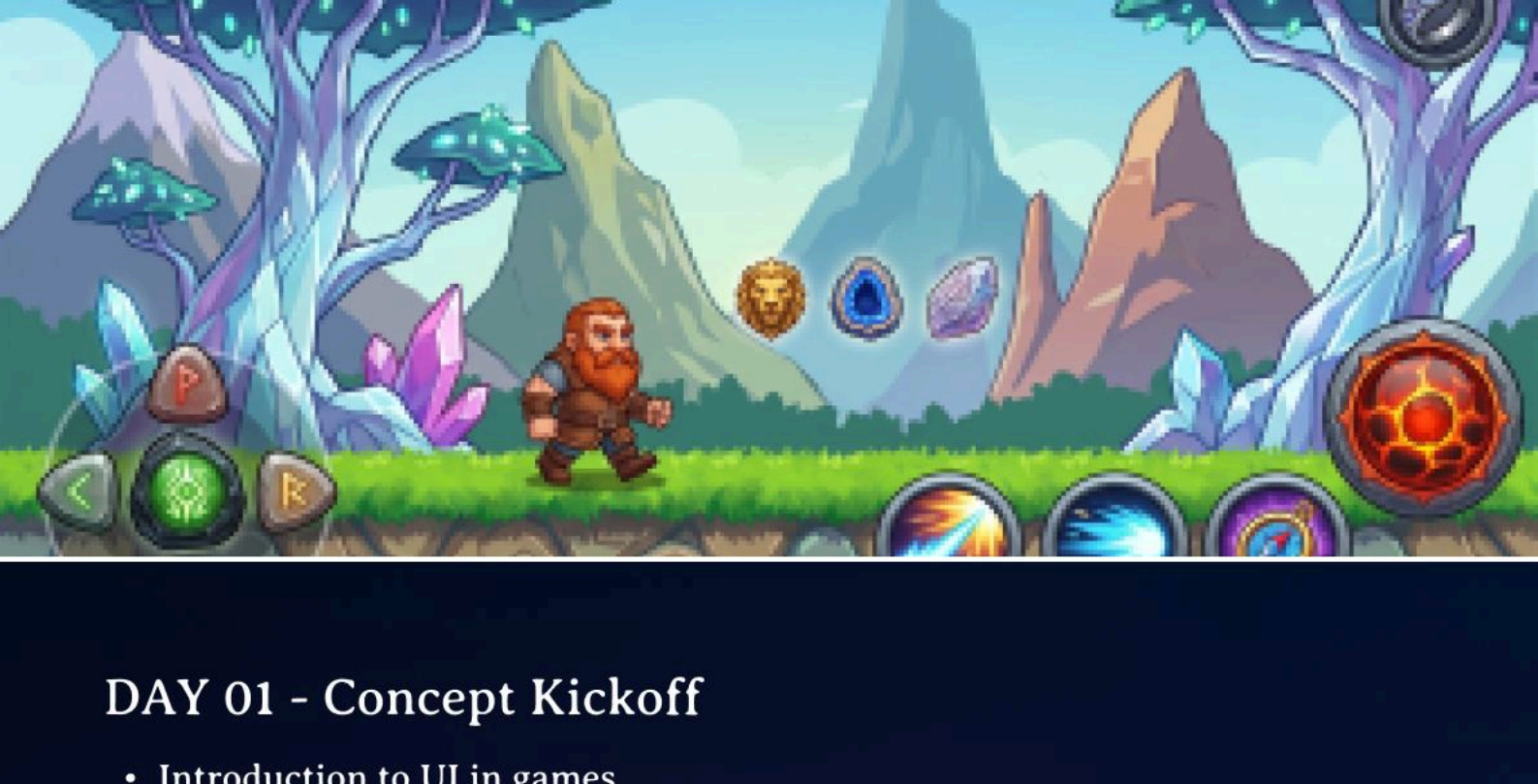
- Designing readable and structured game interfaces
- Building effective HUDs for gameplay clarity
- Evaluating and improving UI through critique
- Using motion to enhance interaction feedback

🏁 Outcomes

- Create player-friendly game interfaces
- Present clear and structured design decisions

Week 01

Interface Design + HUD Systems



DAY 01 - Concept Kickoff

- Introduction to UI in games
- Understanding hierarchy and readability

DAY 02 - Guided Practice

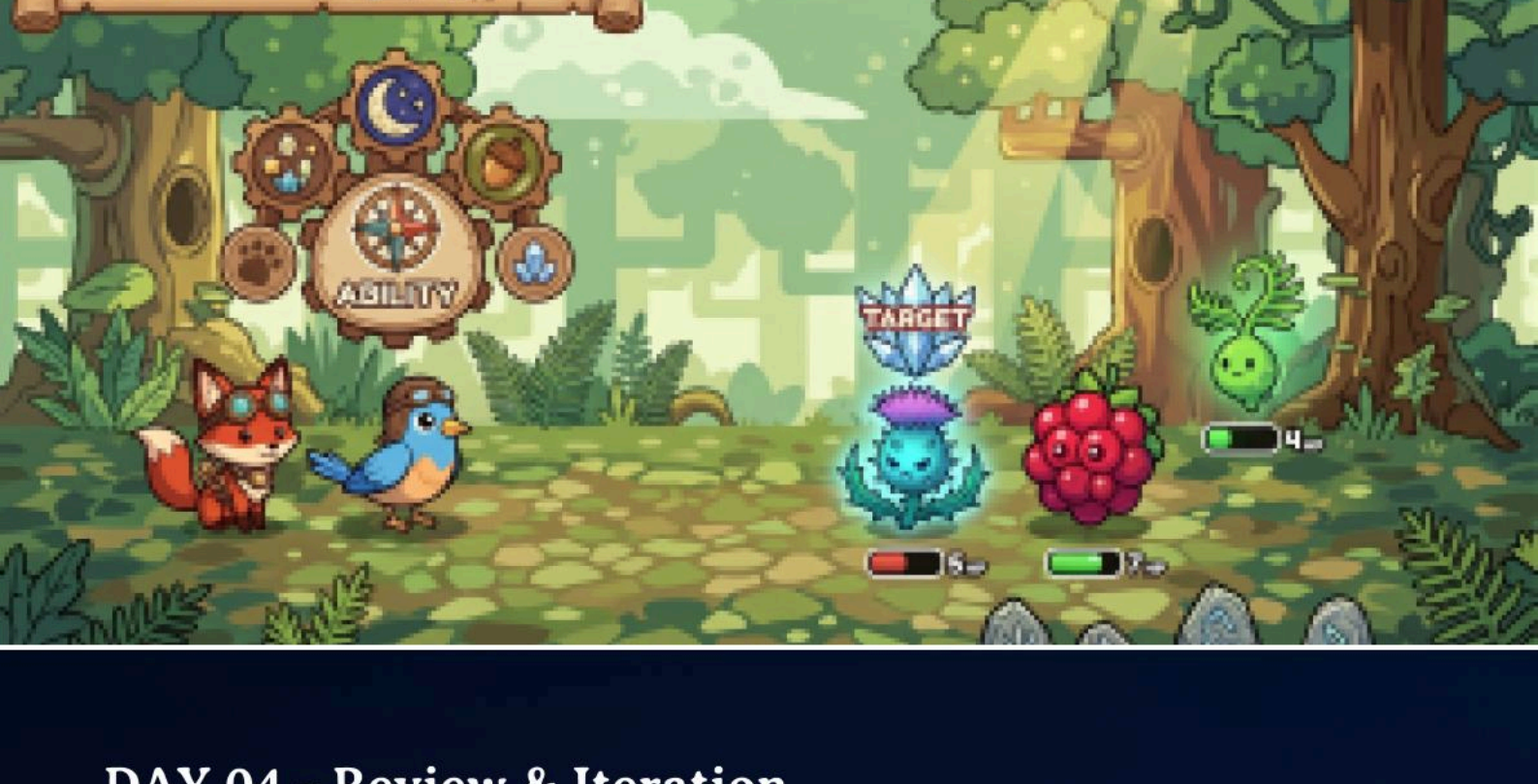
- Design structured UI layouts
- Apply hierarchy to game screens

DAY 03 - Hands-on Lab

- Build a basic HUD for a game scenario

Week 01

Interface Design + HUD Systems



DAY 04 - Review & Iteration

- Improve layout clarity and usability

DAY 05 - Checkpoint

- Validate UI readability and structure

Week 02

Prototype + Interaction Feedback



DAY 01 - Concept Kickoff

- Introduction to UI critique and motion systems

DAY 02 - Guided Practice

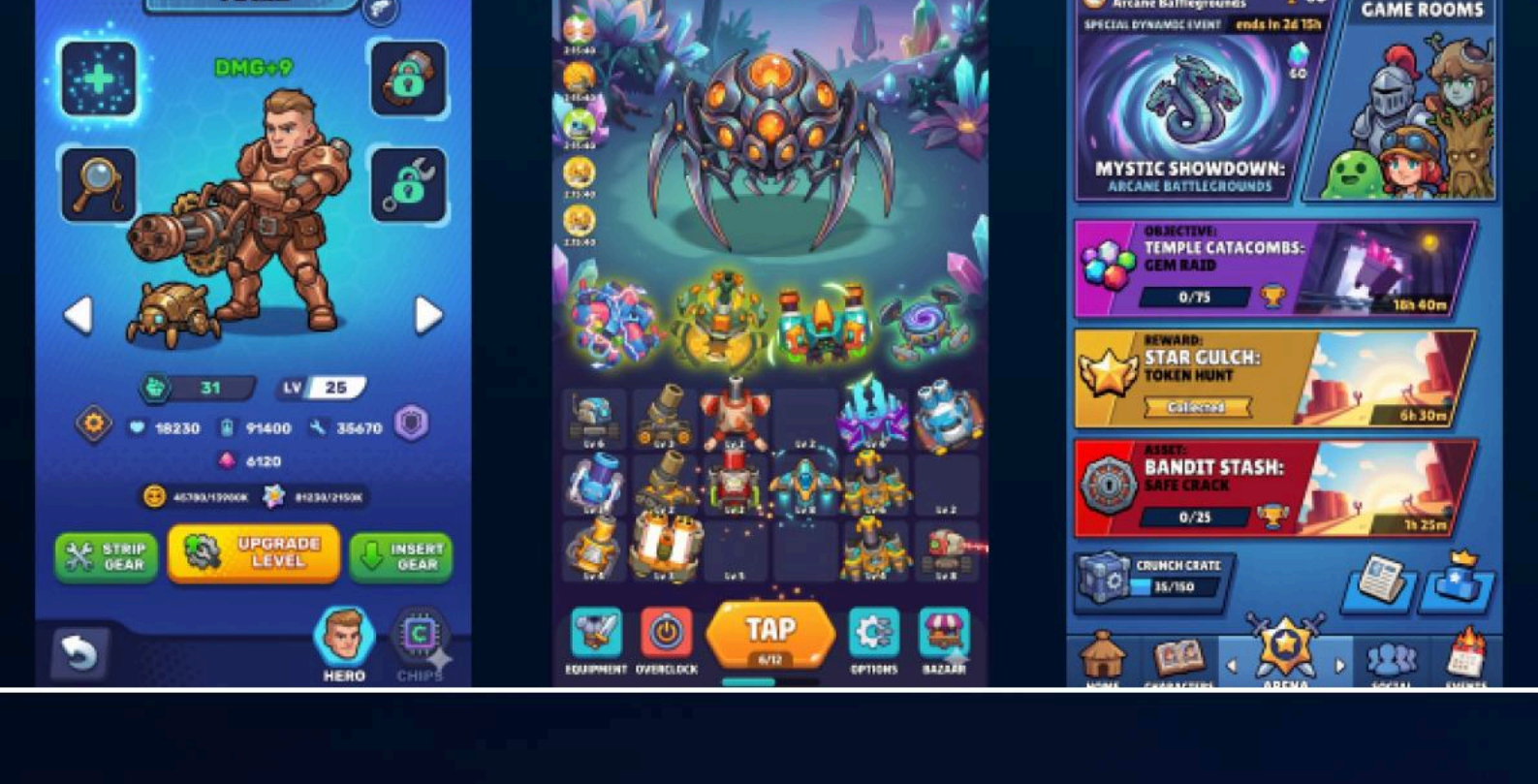
- Evaluate and improve UI prototypes

DAY 03 - Hands-on Lab

- Build interactive UI with feedback (animations, transitions)

Week 02

Prototype + Interaction Feedback



DAY 04 - Review & Iteration

- Refine interaction clarity and responsiveness

DAY 05 - Checkpoint

- Validate final UI experience and usability