



## LET'S PLAY:

# UI/UX DESIGNER

UI/UX (User Interface/User Experience) Designers plan and design the interface that stands between the player and the game. Skilled at determining the importance of information and how to consolidate it for the player to interact with the game easily, UI/UX Designers need to be well-versed in the craft of game design, and may be responsible for anything from **providing solely technical documentation** and **wireframe designs on how a game's interface works**, to actually **creating the graphics required for the interface**. Other times, the graphic creation may be given from the designer to a specific **UI/UX Artist**.

## NOTABLE CHAMPIONS



- **Dino Ignacio** (Dead Space, Dante's Inferno)
- **Max Ma** (Hearthstone)
- **David Candland** (Destiny, Halo series)
- **Marie Jasmin** (Assassin's Creed series)

## TOMES OF KNOWLEDGE



**"The Design of Everyday Things"**  
Don Norman (1988, Basic Books)

**"The Gamer's Brain: How Neuroscience and UX Can Impact Video Game Design"**  
Celia Hodent (2017, CRC Press)

## PARTY ROLES



These are some of the roles you might encounter underneath the umbrella of **UI/UX** in general:

- User Interface Designer
- User Experience Designer
- Games User Researcher
- User Interface Artist
- Interaction Designer
- User Interface Programmer
- Usability Researcher
- Experience Designer
- Game Designer

## SKILL TREE



### DESIGN SKILLS

Mocking up wireframes and ideas visually, as well as good game design knowledge.



### LOGIC SKILLS

UI/UX design is like fitting together a puzzle - a strong hold of logic helps you consolidate concepts.



### COMMUNICATION

To communicate ideas to the team, and the design to the player. This is the core of game design.

## KEY ITEMS



- **Mockup tools** - Adobe Photoshop (paid), Google Drawings (free)
- **Interactive mockup tools** - Adobe XD (paid), Sketch (paid)
- **Diagram-drawing tools** - Google Drawings (free), yEd (free)
- ... and a physical notebook for sketching designs helps.

## QUICKSTART QUESTS



- **Practice doing a variance of interface designs to get used to different needs and layouts.** Try signing up for the Daily UI Design Challenge ([www.dailyui.co](http://www.dailyui.co)) - you get a new challenge sent to you every day!
- **Analyse titles that you enjoy and take notes.** What do they do well? What appeals to you about the interface? How effectively do they communicate information? Is the interface fun to use? Study good examples.
- **Read up on design in surrounding disciplines.** UI/UX is a multidimensional role. Understanding general graphic design, interaction design, game design and usability principles will be incredibly helpful to you.