

Game interface design for "The Way Home"

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Abstract: This topic focuses on designing the interface for the game The Way Home, aiming to create an optimal and engaging user experience. During the process, we studied the design principles of user interfaces (UI) in games while applying creative design methods to optimize the game's performance and interactivity. Tests and surveys show that this UI design has significantly contributed to improving the gaming experience, especially for new players. The topic not only brings value to the gaming industry but also plays an important role in raising awareness about the importance of effective user interfaces in digital applications.

Keywords: UI design, video game, The Way Home