Game UX/UI Design

Through hands-on projects, students will conceptualize and design for a variety of game formats and genres, ranging from traditional board games and card games to immersive digital experiences. Emphasis is placed on learning and applying user experience (UX) and user interface (UI) principles to create intuitive and immersive player journeys. This minor is designed for students who are interested in pursuing careers in game design and for those who seek to apply UX/UI fundamentals to create fun and engaging mobile apps, interactive websites, and other digital experiences.

To declare your minor, please speak to your academic advisor for assistance.

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CT 200 Content Design and Research or CT 201 Digital Content Design

CT 361 Game UX Design

CT 362 Game UI Design

CT 380 AI-Assisted Design

CT 400 Digital Product Design II

Students from Advertising and Digital Design have the option to take CT 302 Digital Product Design I as a substitution for CT 362 Game UI Design.