

UIvsUX

UI refers to the visual and tangible elements with which the user interacts, such as buttons, menus, colors, fonts, and the arrangement of elements. That is, everything the user sees and touches. UX, on the other hand, encompasses the entire user experience when interacting with the system. It includes aspects such as ease of use, navigation, efficiency, and overall satisfaction. UX focuses on how the user feels when using the interface, whether they can easily find what they're looking for, and whether the process is intuitive.

1. Interactive Stage

UI: The stage where the game is played by moving the penguins is spacious, with penguin figures not too large. The buttons are located at the bottom to make it attractive to children.

UX: The buttons are colorful, but not too bright, to avoid eye strain. The dice-rolling button is centered so it's easy to see and easy to mistake.

2. Gameplay Tutorials

UI: Instructions are presented in the form of cartoons with arrows and sentences of no more than 7 words that explain the steps to play.

UX: The content is simplified and adapted so that children can quickly understand it. Priority is given to ensuring the experience is fun, clear, and doesn't cause frustration or overwhelm in children, leading to boredom.