YouTube Music Replica – UI Case Study

Project Overview

The YouTube Music Replica is a visual design study focused on rebuilding key UI screens of the YouTube Music mobile app.
The goal was to strengthen my UI precision, understand Google's design language, and practice creating pixel-accurate components used in real-world streaming apps.

Role

UI Designer (Style Analysis, Component Recreation, High-Fidelity UI, Visual System Breakdown)

Tools I Used

Figma, Material Icons, Color Extractor

---

1. Problem Statement

Music apps rely heavily on clean layouts, consistent spacing, and strong visual hierarchy.
To improve as a UI designer, I needed to challenge myself with a replica of a globally recognized interface.

So I asked myself:

- How can I accurately recreate modern streaming UI patterns?
- How does YouTube Music use spacing, typography, and contrast?
- What components make the experience feel cohesive and familiar?

---

2. Research

Methods

Screenshot analysis, spacing measurement, typography breakdown, color extraction, interface reverse-engineering.

Insights

- YouTube Music uses a **4–8–12 spacing system** consistently.
- Typography is simple but extremely structured (Roboto, Inter).
- Dark mode design relies on **just 3–4 core greys** and controlled contrast.
- Cards, icons, buttons, and the mini-player follow Material Design rules.

---

3. User Personas

(Since this is a UI study, personas focus on user behavior understanding rather than deep demographics.)

Persona 1: The Streamer
Name: Joseph
Age:17
Needs: A clean, fast music app with easy navigation.
Pain Points: Gets overwhelmed by cluttered designs and confusing layouts.

Persona 2: The Streamer
Name: Uhnoma
Age: 14
Needs: A music platform where content feels organized and easy to browse.
Pain Points: Inconsistent UI patterns reduce trust and enjoyment.

---

4. User Journey

Scenario: Joseph wants to play a playlist and explore new songs.

Steps:

1. Opens the app and lands on the Home page
2. Scrolls through recommended playlists
3. Taps a playlist card
4. Checks tracklist and starts playing
5. Uses the mini-player to switch songs and browse other content

This helped me understand what screens to prioritize during the replica.

---

5. Wireframing & Ideation

I created quick low-fidelity frames to outline structure:

- Home feed with playlist cards
- Now Playing screen with controls
- Search screen with categories
- Library view
- Mini-player component

The goal was to clarify spacing, layout structure, and hierarchy before adding visuals.

---

6. Prototyping

I built high-fidelity screens in Figma using:

- A minimal, dark theme inspired by YouTube Music
- Material Design iconography
- A strict spacing system (4, 8, 12, 16, 24, 32px)
- Strong contrast for readability
- Smooth card design and hierarchy
- Recreated music player with proper controls, sliders, and metadata

This allowed the replica to feel realistic and “production ready.”

---

7. Usability Insights (From Replica Testing)

Even though this was not a live app, I tested the UI with peers by asking them to navigate the screens.

Observations:

- Users immediately recognized the YouTube Music aesthetic
- Spacing clarity improved ease of scanning playlists
- Mini-player controls felt intuitive
- Some icons needed resizing for better balance → adjusted icon grid

---

8. Outcome & Impact

- Improved my UI precision and design system discipline
- Developed a reusable set of music app components
- Learned how global apps maintain consistency across screens
- Strengthened my understanding of dark-mode interface design

This project greatly enhanced my visual design accuracy and attention to detail.

---

9. Key Learnings

- Replicating real products helps you understand professional UI standards
- Consistent spacing is the backbone of clean mobile design
- Minimal typography creates clarity in dark mode
- Components should scale across multiple screens
- Small visual tweaks (icon sizes, padding, card shadows) make a huge difference