Sure, here are simplified steps to build a trivia quiz game application with a graphical user interface (GUI) in Python for beginners:

1. \*Plan Your Game:\*

- Decide on the theme of your trivia quiz and gather questions related to that theme.

- Think about the layout and design of your GUI.

2. \*Set Up Your Environment:\*

- Install Python on your computer if you haven't already.

- Choose a GUI library. For beginners, tkinter is a good choice as it comes pre-installed with Python and has simple syntax.

3. \*Create a GUI Skeleton:\*

- Import the necessary modules (tkinter).

- Create a main window for your application.

- Add labels, buttons, and other GUI elements to represent different parts of your game (e.g., question display, answer options, score display).

4. \*Implement Game Logic:\*

- Write Python code to load questions from a file or define them within your code.

- Create functions to display questions, accept user input for answers, and check if the answer is correct.

- Keep track of the user's score.

5. \*Connect GUI with Game Logic:\*

- Bind button clicks to functions that handle displaying questions and checking answers.

- Update the GUI elements (e.g., question label, score display) based on the game's state.

6. \*Test Your Game:\*

- Run your program and go through the quiz to ensure everything works as expected.

- Test different scenarios to catch any bugs or errors.

7. \*Polish Your Game:\*

- Add visual enhancements like colors, fonts, and images to make your game more appealing.

- Handle edge cases gracefully (e.g., what happens if the user runs out of questions).

- Refactor your code to make it more readable and maintainable.

8. \*Deploy Your Game:\*

- Once you're satisfied with your game, share it with friends or publish it online for others to enjoy.

Remember to take your time, experiment, and have fun while building your trivia quiz game!