

# UI/UX BASKETBALL

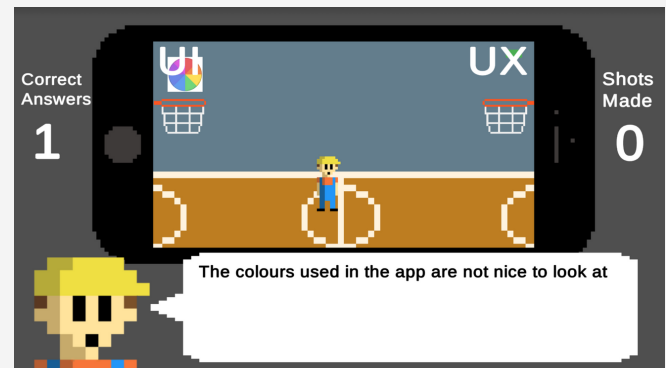
## OVERVIEW

### OBJECTIVE:

Larry needs your help to determine if each speech block refers to user interface (UI) or user experience (UX).

### HOW TO PLAY:

At the bottom of the screen, a speech block will appear. You must decide if this prompt describes UI or UX. Move Larry to pick up the object, aim the cursor, and click to shoot the object into with the UI or UX basket. One point is given for correctly choosing UI or UX, another point for your aim and getting the object into the basket.



### HELPFUL HINT:

Shoot the object into the basket that you think the prompt is describing. For example: if Larry is talking about the colours or layout of the app, he is most likely talking about UI.

## GAME CONTROLS

- Keyboard keys: A & D: move Larry left or right
- Cursor: Controls the direction of your shot
- Click the mouse: Shoots the object into the basket

## LEARNING OUTCOMES

This game is designed for students to apply their understanding of user interface and user experience. Participants will compare, identify, and decide if a prompt relates to UI or UX.