

Name **UI Animation: Applying Meaningful Motion to Interfaces**

- Classroom
- Studio or workshop
- External venue
- Online

Codes B-SZ-401-DI-242502-03, M-SZ-301-DI-242502-03, M-SZ-E-301-DI-242502-03, ER-SZ-101-DI-242502-03

Host **Design Institute**

	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Basic info	Term mark	5	22	128	classwork	2024/2025/1	Elective

Recommendation  
 Anyone, who wants to learn how to make detailed, animated prototypes. Prior experience with a UX/UI design tool such as Figma or Sketch is recommended. (This course is also a useful addition to students taking the course of Mercedes In-car UX design).

Short Description  
 This course equips designers with the foundational knowledge and skills to create compelling UI animations that enhance user experiences. Through a blend of theory and hands-on projects, students will explore the principles of motion design, including timing, easing, and transitions, while learning how animations can guide users, convey feedback, and add delight to digital interfaces.  
 By the end of the course, participants will be able to design purposeful animations that balance creativity with usability, making their interfaces both engaging and functional.

Teachers	Name	Contact information	Short bio	Open hours
	Ádám Simon	adam@adms.hu	Designer and Tech Lead at duotone, Instructor at Krea Design School	

Semester schedule	Course scheduling	Weekly class appointments
	On Wednesdays between 18.00 and 19.30 in room B_106	

#	Date	Weekly educational content	Topics
1	Feb 12	[Course Week]	
2	Feb 19	Introduction	
3	Feb 26		
4	Mar 05		
5	Mar 12		
6	Mar 19		
7	Mar 26		
8	Apr 02		
9	Apr 09		
10	Apr 16		
11	Apr 23		
12	Apr 30	Final demonstrations and evaluation	
13	May 07		

14	May 14		
15			

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
Homeworks	Homework assignments will include multiple smartwatch screen animations, with feedback given both on class and outside class		20
Project	Students will be required to create interfaces and use those to practice various forms of animation		70
Individual contribution	Effectively replicate the tasks in class.		10

Compulsory readings

Recommended readings

Learnings

Knowledge	...
Skills	Students will acquire the skills to create interface animations using dedicated tools by applying specific design principles of UX
Attitude	The course fosters technical proficiency while providing opportunities for creative exploration, especially within the context of homework assignments and the final project.
Responsibility	Students will take responsibility for completing assignments, participating in classwork, and effectively presenting the final web project

Exemption

- Exemption from attending and completing the course cannot be granted
- Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks
- Some tasks can be substituted with other activities,
- A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit
Elective	UI Animation	5 ECTS


Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
	Yes	-

Misc.  
information