The Beauty of Menu Sound Design

And why Menus and UI deserve quality sound effects

By Mitchel Wong

Players Spend a Lot of Time in Menus

Menus project a lot of polish onto
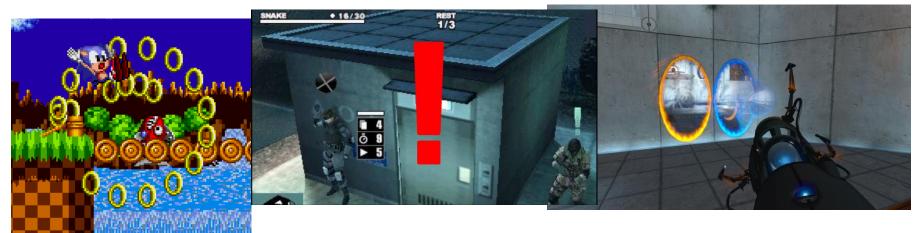the rest of the game

First thing a player sees

A good UI sound effect is "invisible"

Clicks and Beeps

I have a firm belief that Sound Effects should be instantly recognizable
(though excluding foley)

BUT WHAT GAME IS THIS FROM??

Any information about its identity?

Functions the buttons serve?

A Menu with life

Strike a balance between invisible but recognizable

A good UI sound effect is:

-Unobtrusive

-Recognizable

-Brings across the character of the game

Other examples that help define the games tone

Don't Blow Off Menu Sound Effects!!

They will probably be the sounds your players will hear the most, so make them count

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