

ABSTRACT

A user interface display method and apparatus, a device, a medium, and a program product relating to the field of human-computer interaction. The method comprises: displaying a competitive game entrance for a ranked mode (302); in response to a trigger operation on the competitive game entrance, controlling a virtual character of a user account to participate in a ranked match (304); in the case of successfully participating in the ranked match, displaying a journey value obtained in a current season by participating in the ranked match (306); and if the journey value reaches a level threshold, displaying acquired journey rewards corresponding to the level threshold (308).

Fig. 3