Open a casino app and you may find slots, blackjack, roulette, live-dealer games, bingo, and hybrid titles presented as tiles in the same scrolling lobby. It can look like the simplest possible design: put everything on one screen and let people choose. But an undifferentiated grid is not automatically easy to use. When games with different formats, rules, and ways of playing sit side by side without clear signposting, players have to do extra work just to understand what they are seeing.

There are practical reasons operators mix games together. A shared grid can make a lobby feel full, surface new releases, and give a game a chance to be discovered outside its usual category. It can also reduce the number of screens between opening an app and choosing a title. The challenge is balancing that convenience with clear lobby organization. Players should be able to browse freely without having to guess whether a tile is a slot, a live table, or something else.

The solution is not necessarily to separate every game into its own silo. It is to make format separation easy to find, use category labels that describe function, and treat search and filters as distinct tools—not as substitutes for a well-organized lobby.

Why a single grid is tempting

From a product perspective, one grid is flexible. A lobby team can place featured games, popular titles, and new releases in a common space, then adjust the order without redesigning each category page. For a player who already knows a game's name, a visible tile can be a quick route into it. For someone exploring, mixed recommendations may introduce a different type of game than they would have found by browsing only slots or only tables.

There is also a simple navigation advantage: fewer mandatory steps. If a player opens an app and sees a grid immediately, it might take one tap to launch a game. A more structured route could take three: tap "Games," choose "Table Games," then choose a title. That extra navigation is not automatically bad—especially if each screen gives useful context—but it needs to earn its place. A category screen that clarifies the choices is more useful than a screen that merely adds a tap.

Mixing formats can also help an operator use a limited screen area. A home page may include several types of content in one scroll rather than devote a full screen to each. On a phone, this can seem efficient. Yet a dense grid can push essential controls down the page, make tiles hard to distinguish, or give game types equal visual weight even when they call for different browsing needs.

Where the undifferentiated grid falls short

The main problem with an undifferentiated grid is that its visual consistency can hide meaningful differences. A slot is usually selected from a title and artwork. A live-dealer game may also need a player to understand that it has a live host or table format. Bingo has a different pace and set of expectations again. If all three appear as identical tiles, the player must interpret small print, artwork, or prior knowledge to work out what each one is.

That creates uncertainty before a game even opens. A thumbnail might show cards without making clear whether the game is a table game or a slot with card-themed imagery. A series of similar slot covers may crop the title, making entries in the same franchise look almost indistinguishable. And labels such as "Favorites" or "Hot" say little about the kind of game inside. "Favorites" is a personal or promotional grouping, not a game format; "Hot" is mood-based, not descriptive.

These issues are more than aesthetic. If a player wants a table game, finding one in a large mixed grid may involve repeated scrolling and guesswork. A clear format route can make the task faster and reduce mistakes. In a basic test, count the taps and screens needed to reach a game from the lobby, then note whether the player can tell what each screen is for. A two-tap route with clear labels may be easier than a one-tap route that starts with ambiguity.

Format-first navigation makes the lobby legible

Format-first navigation puts the broad type of experience before secondary groupings. The first decision could be “Slots,” “Live,” “Table Games,” “Bingo,” or “Hybrid Games.” The exact names will depend on the games available, but the principle is stable: help people choose what kind of game they want before asking them to choose a theme or follow a promotion.



Format separation does not mean hiding variety. It means giving each format a clear route, while allowing cross-format discovery where it is useful. A lobby could show category tabs near the top, then a mixed “Featured” section below. It could also offer a home page with several format entry points and a separate all-games view. The important point is that a player can leave the mixed view and reach a descriptive category without hunting through the full grid.

Use labels that describe function

Good labels answer a practical question. “Live Dealer” tells a player something about how the game is presented. “Table Games” identifies a recognizable format family. “Bingo” is direct. By contrast, labels such as “Chill,” “Exciting,” or “Lucky Picks” describe a mood, a marketing angle, or a subjective judgment. They might work as secondary collections, but they should not replace functional categories.

MrQ, like any UK-facing operator, has to make its lobby understandable across different levels of familiarity. A player who knows the exact title can use search; another may recognize the format but not the game name. Clear category labels support that second kind of navigation and make the structure easier to scan. The same label should also mean the same thing wherever it appears, rather than leading to a different mix of content on different screens.

Search and browsing solve different problems

Search is best when the player knows what to look for. A title, provider, or familiar keyword can turn a large catalog into a short result list. Search is less helpful when the player has no specific term in mind, does not know the spelling, or cannot tell which word describes the format. It also depends on the app's search behavior: does it find partial title matches, handle alternate spellings, and identify provider names?

Browsing is better for open-ended discovery. Someone might choose "Table Games," scan the available options, and compare what appears. Browsing relies on useful groupings and visual cues. If the only way to tell a game's format is to open its details, the lobby is asking players to do the work that its labels and tiles should do upfront.



These methods should work together. Search should be easy to reach from the lobby, while format categories should remain visible for people who want to explore. Search results can also include a concise format label, so a title match is not just a name and image. In testing, I count not only taps but screens: how many screens does it take to search, inspect a result, and return to the results? Does pressing Back preserve the search and scroll position, or reset the player to the top of the lobby? A reset can make even good search feel laborious.

Filters are not the same as categories

Filters narrow a group of games based on attributes. Categories provide a primary route into a type of content. The distinction matters because a filter is usually most useful after a player has chosen a starting set. "Provider," "theme," cascading reels slot and "game type" answer different questions, so they should not be combined into a confusing list of interchangeable tags.

Control What it answers Best use Format category What kind of game is this? Starting a browse session, such as choosing slots or live games Provider filter Who made or supplied the game? Finding titles from a familiar studio Theme filter What is the game about visually or narratively? Exploring topics such as mythology, fruit, or adventure Game-type filter What mechanic or variant does it use? Narrowing a format, where the available types are clearly defined

A theme is not a format: a game with a sports theme can still be a slot, and a card-themed slot is not necessarily a table game. A provider is not a theme or format either. Keeping these distinctions clear helps players predict what

a filter will do. It also helps prevent filter menus from becoming long collections of vague tags that duplicate each other.

Filters should show their current state, allow easy removal, and explain whether multiple selections work together. If a player selects a provider and a theme, does the app show games matching both, or either one? That behavior should be predictable. On a small screen, selected filters need to remain visible or be summarized clearly; otherwise, players may wonder why the results changed.

Accessibility and the details that make navigation work

Clear organization benefits more than people who are new to casino apps. It can also help people who use screen magnification, have difficulty distinguishing similar images, or need more time to interpret a crowded screen. The UK government's accessibility guidance at accessibility.blog.gov.uk is a useful reminder that accessible design depends on understandable content and workable controls, not just visual styling. Operators should apply accessibility principles to category names, search fields, filter controls, and game tiles—not only to account or payment screens.

Icons can support navigation, but an icon without a label makes the player guess. A card symbol might mean table games, playing history, or something else. Pairing it with text gives the control a clear purpose. Text size and contrast also matter: category labels that are technically present but too small to read are not doing their job.

Before release, I keep a short lobby checklist:

- Can a player distinguish slots, live games, table games, bingo, and hybrids from labeled routes?
- Are category names descriptive rather than mood-based or promotional?
- Can the player read titles and labels at common phone text sizes without zooming?
- Does the layout remain usable in portrait and landscape orientation?
- Do thumbnails preserve enough of each title to distinguish series entries?
- Does Back return the player to the same results and scroll position?
- Can filters be identified, applied, and cleared without losing context?

Orientation deserves a specific check because a grid can rearrange dramatically when the phone rotates. A design that works in portrait may produce cramped tiles or an awkward category bar in landscape. Text should not be clipped, and controls should not disappear below a fixed header or a scroll area.

A practical model for lobby organization

A useful lobby can offer both a broad overview and a clear structure. One practical sequence is:

1. Show a labeled format bar near the top, with clear routes to major game types.
2. Offer search in a consistent, easy-to-find location.
3. Use a mixed featured area only as an additional discovery option, not the only way to navigate.
4. Place relevant filters within a chosen format or results view.
5. Keep titles, format cues, and filter state visible as the player moves between screens.

This model also makes testing more concrete. Set a simple task, such as finding a live table game or locating a slot from a known provider. Record the number of taps, the number of screens, whether the labels make sense, and whether Back preserves progress. Repeat the task with a player who does not know the app. If they need to infer what a category means, the information architecture is doing too little.

The grid can be mixed without being confusing

Casino apps mix slots and table games because a shared grid is flexible, compact, and capable of encouraging discovery. It can be a useful part of the experience. The problem arises when the grid becomes the entire navigation strategy: every game looks the same, categories are vague, and players must rely on guesswork or search for everything.

Strong lobby organization gives players more than one sensible route. Format separation helps them start with the experience they want. Descriptive labels explain function instead of mood. Search serves people who know a name, while browsing serves people who want to explore. Filters refine a selection by provider, theme, or game type without pretending those attributes mean the same thing.

In short, a mixed grid is not necessarily bad design. An undifferentiated grid is. Keep the convenience of a shared lobby, but make the structure visible, the labels meaningful, and the return path predictable. That way, discovery feels like a choice—not a scavenger hunt.