Open a casino app and you may find slots, blackjack, roulette, bingo, and live-hosted games presented in one long wall of tiles. The mix can look convenient: more games on one screen, fewer sections to open. But for anyone who already knows what they want to play, an undifferentiated grid can make a simple task feel like searching a crowded shop without signs.

So why do casino apps mix slots and table games in the first place? Often, it is a practical design choice: one shared lobby is easier to build, populate, and promote than several carefully separated destinations. The trade-off is that the app may ask players to do more work—scroll, guess at icons, or search—before they reach the right kind of game.



Good lobby organization is not just about showing a lot of titles. It is about helping people understand what is available, choose a useful route, and recover their place if they take a wrong turn. The strongest approach combines format separation, clear category labels, search, and filters rather than relying on a single grid to do everything.

Why a single grid is tempting

A shared grid gives an operator a flexible place to display many games. New releases can be inserted, featured titles can move up or down, and promotional rows can sit alongside the main catalogue. A single layout can also be easier to maintain across different screen sizes than a set of distinct lobbies with separate rules.

There is a commercial reason, too. A mixed lobby lets the app place a promoted slot next to a live table or a seasonal game. That gives each tile a chance to catch the eye, including games a visitor might not have sought out directly. On a small phone screen, a card-based grid can also make the catalogue feel browsable and visual.

Those benefits are real, but they do not automatically make the experience clear. A tile usually tells only part of the story: its artwork, title, and perhaps a small badge. If the player cannot tell whether it is a slot, a live game, a bingo room, or a hybrid format, the grid has transferred the work of classification to them.

What gets lost in an undifferentiated grid?

The main problem with an undifferentiated grid is not that different game types appear on the same screen. It is that the app may offer no reliable way to tell them apart or move between them. A row of colourful thumbnails can make very different experiences look like interchangeable products.

That creates several familiar points of friction:

- **More scanning:** Players have to inspect titles and artwork to find a format they already know they want.
- **More uncertainty:** A title or image may not reveal whether a game is a slot, a table game, or a live-hosted variant.
- **Less useful browsing:** Someone looking for bingo can be forced to pass through pages of slots and table games.
- **Weak orientation:** If every section looks like the same grid, it can be hard to know where you are or how to get back.
- **Repeated searching:** A visitor who leaves a results page and presses Back may lose their scroll position or selected filters.

Thumbnails can make this worse when they crop titles. Two entries from the same series may then look almost identical, especially on a narrow screen. Artwork helps with discovery, but it should support readable names and useful game information—not replace them.

Format-first navigation gives the lobby a map

Format-first navigation separates games by the kind of experience they offer before asking people to browse by provider, theme, or promotion. A simple first-level menu might distinguish slots, live games, table games, and bingo. Depending on the catalogue, it could also include clearly named hybrid formats.

This does not require a complicated menu. It can be a short row of labelled tabs, a “Browse by game type” section, or a set of category links above the main listings. The important point is that players can choose a format before they encounter a large mixed catalogue.

Navigation level What it answers Example labels Format What kind of game is this? Slots, Live, Table Games, Bingo Game type Which specific mechanic or game family? Blackjack, Roulette, Video Slots Provider Who made the game? Provider or studio name Theme What is the game visually or narratively about? Adventure, Animals, Classic Fruit

These levels should not be treated as synonyms. “Slots” describes a format; “blackjack” describes a table-game type; a studio name identifies a provider; and “space adventure” describes a theme. When an app blends these into one set of categories, people can end up with labels that are difficult to predict or compare.

Category labels should explain function, not mood

Labels such as “Hot,” “Exciting,” “Chill,” or “Fan favourites” may work as promotional language, but they are mood-based or opinion-based rather than descriptive. They do not tell a visitor what kind of game is inside the category. “Favourites” is especially unhelpful as a substitute for a game type: it describes a presumed preference, not whether the contents are slots, live tables, or bingo.

That does not mean mood-based collections have no place. A themed or editorial row can sit alongside functional navigation. The key is hierarchy: a player should be able to find “Live Roulette” or “Bingo” without first interpreting

a marketing phrase.

Clear labels also help people make a quick decision without having to open several tiles. A category called “Live Blackjack” communicates more than a generic “Live” label if it is intended to contain only blackjack. Conversely, a broad “Live Games” section should say that it includes multiple formats, rather than implying that every game within it is a table game.

Search and browsing solve different problems

Search works best when someone already has a target in mind: a game title, a provider, or a recognisable term such as “roulette.” It can be the quickest route from app launch to a known game. Suggestions, spelling tolerance, and filters that refine results can make it more forgiving.

Browsing is better when a visitor knows the kind of experience they want but not the exact title. They may want bingo, live games, or a particular kind of slot without knowing the available names. In that case, a clear format menu and informative category pages are more useful than an empty search box.

In practice, good lobby organization supports both routes:

1. **Start with a clear choice.** Make the main formats visible and labelled.
2. **Offer search nearby.** Keep it easy to find for people who know a title or provider.
3. **Show useful results.** Include readable game names and relevant details, not only artwork.
4. **Keep the route stable.** If someone opens a result and presses Back, preserve their position and any active filters where possible.

Search should not be used as a patch for unclear navigation. If a player has to search just to discover that the app contains bingo or live tables, the lobby is hiding important parts of its own catalogue.

Why provider, theme, and game-type filters are different

Filters can make a large catalogue easier to narrow, but their names and behaviour need to reflect what each one does. Provider, theme, and game type answer different questions and should normally be presented as distinct options.

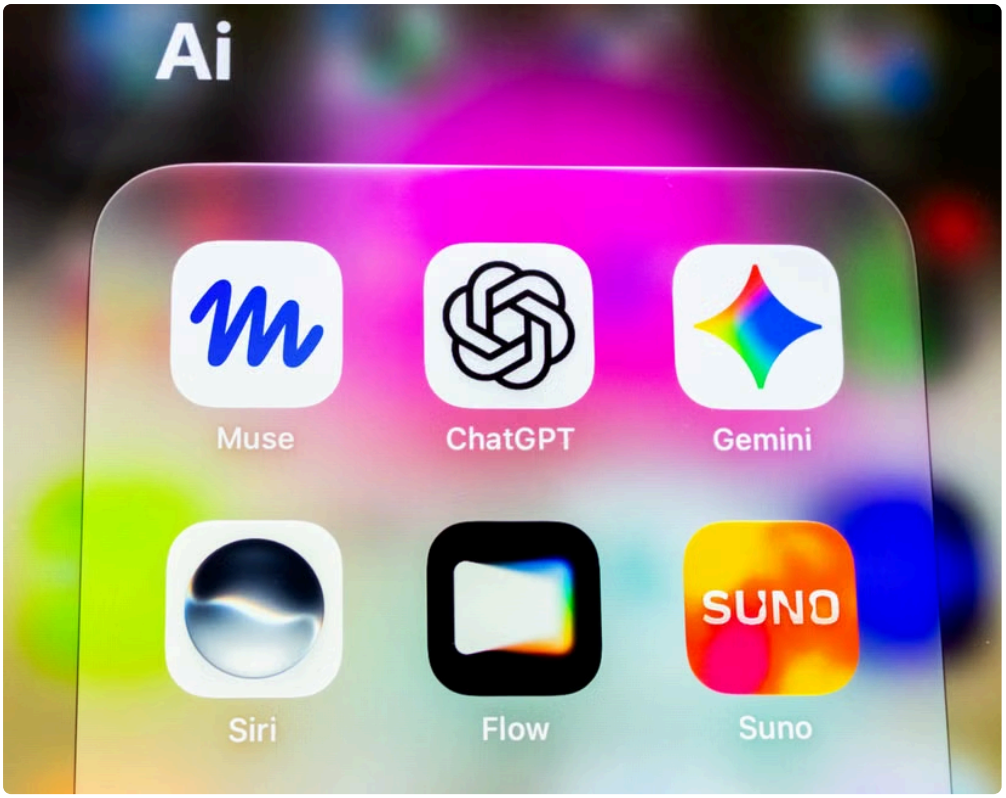
- **Provider filter:** Useful when someone recognises a studio or wants to see its catalogue. It should filter by the company that supplied the game, not by an unrelated theme or feature.
- **Theme filter:** Useful for browsing by visual setting or subject, such as mythology or animals. Themes are often subjective, so labels should be consistent and understandable.
- **Game-type filter:** Useful for narrowing by format or mechanic, such as slots, blackjack, or roulette. This is usually the most direct filter for someone who wants a particular style of play.

A filter panel should make it clear whether choices can be combined. For example, can a visitor select a provider and a game type together? Does choosing a theme replace the previous selection, or add another condition? A small result count and a visible “Clear filters” control help people understand what changed.

Filter names should also be readable at phone size. Tiny controls, clipped text, and unlabeled icons may save space visually, but they make the catalogue harder to operate. If an icon is used, pair it with a text label where possible. This is especially important for controls whose meaning is not familiar or obvious.

Accessibility and mobile details are part of navigation

Navigation has to work for people who use different devices, input methods, and display settings. The UK government's Accessibility blog is a useful reference point for accessible digital-service thinking. For a casino lobby, that means treating readable labels, clear focus states, and predictable page behaviour as core parts of the product rather than visual polish.



On mobile, a grid can look tidy in a design mock-up but become difficult to use when titles wrap, controls shrink, or the device is held in landscape. Important distinctions should not depend on colour alone. Text should remain legible when enlarged, and buttons should be easy to identify and activate. A short label under an icon can prevent guesswork.

For teams reviewing an app, keep a small checklist for text size and orientation issues:

- Can category and filter labels still be read when text is enlarged?
- Do titles wrap or crop in portrait and landscape orientation?
- Does the grid reflow without hiding important controls?
- Are icons accompanied by labels, especially for navigation and filters?
- Does Back return the visitor to the same place in the lobby?

These checks are practical QA, not abstract theory. A player who can read the category, understand the filter, and return to the right place has a more predictable route through the app.

What a clearer lobby can look like

A well-organized lobby does not have to choose between discovery and simplicity. It can show promoted content while still giving formats a stable home. For example, the first screen might offer labelled routes for slots, live games, table games, and bingo, followed by a featured row. Inside each section, visitors can browse or refine results by provider, theme, and game type.

MrQ is one example of a UK-facing operator whose app and website can be assessed through this same usability lens: can a visitor identify the available formats, understand the labels, and reach a desired game without

unnecessary detours? The point is not that every operator must use an identical menu. It is that the route should be understandable, and any promotional layer should not obscure the basic structure.

When reviewing a lobby, count the taps and screens rather than judging the first screen alone. Can someone reach bingo in two clear actions, or must they scroll through mixed tiles and guess? If they search for a known title, do they get a useful result quickly? If they open a game and go back, does their position stay put? Those details reveal whether landscape portrait orientation app the design supports real use.

The best answer is structure plus choice

Casino apps mix slots and tables in one big grid because a shared catalogue is flexible, visually engaging, and straightforward to populate. But an undifferentiated grid makes visitors do the organizing themselves. It can blur formats, bury useful categories, and turn browsing into a sequence of guesses.

The better approach is not necessarily to remove every mixed row. It is to make format separation clear, use category labels that explain function rather than mood, and give search and browsing distinct roles. Filters for provider, theme, and game type can then help people refine a catalogue without confusing one kind of information for another.

A lobby works when visitors can answer three questions quickly: what kinds of games are here, where should I go for the kind I want, and how do I get back if I change my mind? Clear labels, stable navigation, and accessible mobile controls make those answers easier to find—and make a large catalogue feel like a set of useful choices rather than one endless grid.