A large casino app library can look impressive on a store page. Hundreds of titles suggest plenty to explore—but a long list is not the same as a useful choice. If someone opens an app looking for a particular type of game and has to scroll through rows of unrelated thumbnails, the size of the catalogue may become a problem rather than an advantage.

Good library navigation helps people understand what is available, find a suitable route into the catalogue, and move between sections without losing their place. On a phone, where screen space and attention are limited, that structure matters more than the headline number of games. For operators such as MrQ, the underlying lesson is broadly relevant: a library should be organised around the decisions a player needs to make, not simply the number of titles it contains.

Why catalogue size is not the same as discoverability

Discoverability is the ease with which a person can locate a game or type of experience they want. It depends on more than the quality of the titles. Labels, filters, search, page order, thumbnail design and navigation all influence whether people can make sense of a library.



Imagine an app with 500 titles presented as one continuous feed. A player who wants bingo must scan past slots, table games and live dealer titles to reach it. Another player may be looking for a particular provider but have no obvious way to narrow the list. Both face the same issue: the catalogue contains the right content, but the interface does not provide a clear route to it.

On mobile, that friction is magnified. A small screen shows only a fraction of a library at once, and each additional scroll asks the user to keep searching. Long lists can also make similar thumbnails blur together, particularly when series entries use nearly identical artwork or crop the game title. The result is more browsing effort and less confidence about what a tap will open.

Start with format-first navigation

One of the clearest ways to organise a casino library is to put game format near the top of the navigation. Slots, live games, bingo and hybrids are not interchangeable labels. They describe different kinds of experiences and help

people answer a basic question: “What type of game am I looking for?”

Format-first navigation gives users a high-level map before they encounter narrower choices. Someone who wants a slot can enter that section directly. Someone interested in a live dealer https://mtgarena.pro/info/mobile-casino-libraries-finding-your-way-through-different-game-formats/ table does not have to work out whether it has been placed under “table games,” “featured,” or another broad collection. The first step is descriptive rather than promotional.

Make the main formats easy to distinguish

- **Slots:** Group titles that follow the slot format, with additional filters available for provider, theme or other relevant details.
- **Live:** Make live dealer content identifiable as a format, rather than relying on a thumbnail or an ambiguous “casino” label.
- **Bingo:** Give bingo a distinct destination instead of burying it inside a general games list.
- **Hybrids:** Explain what makes a hybrid title different. If a game combines formats or mechanics, its label should help people understand the distinction before opening it.

These categories should not imply that every person will use the same path. They establish a useful starting point. A person who knows a title can search for it; someone who knows only the format can browse; someone who knows neither can explore descriptive collections.

The number of taps matters here. A simple route might take two taps: one to select “Slots” and one to open a title. If reaching the same section requires opening a general menu, choosing a vague collection and then selecting a filter, the route takes more steps and asks the user to interpret more labels. Counting taps is a practical way to spot unnecessary navigation—not a reason to remove every intermediate step, but a prompt to ask what each screen contributes.

Category labels should explain function, not mood

Labels such as “Exciting,” “Hot Picks,” “Good Times” or “Fan Favourites” may create atmosphere, but they do not explain what users will find inside. They are mood-based rather than descriptive. A person looking for a game type, provider or theme still has to guess what those labels mean.

That does not mean promotional collections have no place. It means they should not do the work of core navigation. A section labelled “Live Blackjack” is clear about format and game. “The Big Night In” might work as a campaign collection, but it is a poor substitute for a direct route to live games or blackjack.

Consider a category called “Favourites.” The label sounds familiar, but it hides the important question: whose favourites? Does it show popular titles, games selected by the operator, or titles saved by the user? The same word can describe several different functions. If a collection is based on popularity, say “Popular games.” If it contains a person’s saved titles, say “Saved games” or “My favourites.” If it is editorial, identify it as a featured selection.

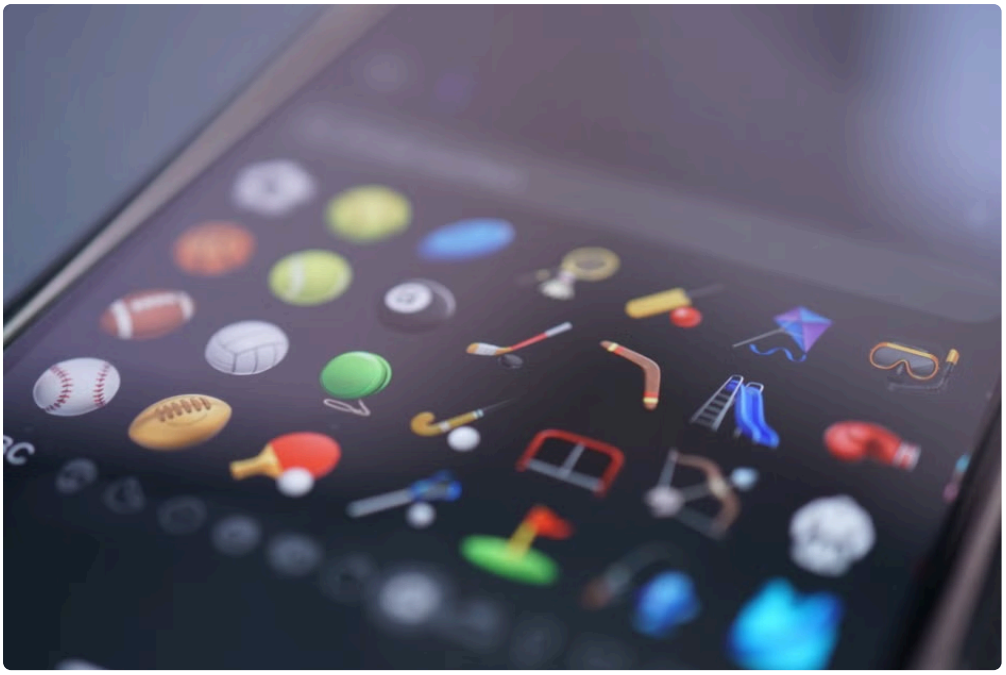
Less descriptive label Clearer alternative What the clearer label tells the user Favourites My saved games / Popular games Whether the list is personal or based on popularity Good Times Bingo / Live roulette / Slots The format or game type in the collection New & Noteworthy New games That the collection is organised by release status Big Wins Explain the collection’s selection rule What “big” means and how titles were selected

Clear labels reduce the amount of interpretation required before the first game opens. They are especially helpful when people are unfamiliar with a particular operator’s terminology or are using a screen reader, where the

surrounding visual context may not be available.

Search and browsing solve different problems

Search is useful when someone already has a name, provider or specific phrase in mind. It can be the fastest path to a known title. A person who types the exact name should not need to navigate through several categories first.



Browsing works differently. It supports exploration when the person does not know the exact title, or wants to see what is available in a format or theme. Search cannot replace a well-structured library: a person who does not know the name of a game cannot search for it reliably. Browsing cannot replace search either: making someone scroll through a large catalogue to find a known title is inefficient.

Use search when the goal is specific

- A player knows the title and wants to open it quickly.
- A player remembers the provider but not the exact game name.
- A player wants to check whether a particular title is in the library.

Use browsing when the goal is open-ended

- A player wants to see all available bingo or live titles.
- A player has a broad theme in mind but no specific title.
- A player is learning what formats or providers the library offers.

Search results should also be understandable. If a query returns no results, the interface can suggest checking spelling or broadening the search, rather than leaving an empty screen with no next step. If several similar titles appear, show enough of each name to distinguish them. Avoid cropping titles so tightly that series entries look identical, and make sure the visible game card and its accessible name communicate the same title.

Filters are useful when they answer different questions

Filters help narrow a collection, but only if each one has a clear job. Provider, theme and game type are not three versions of the same filter. They describe different attributes, and people may use them in combination.

- **Provider:** “Who made this game?” This helps someone locate titles from a familiar studio or explore one provider’s catalogue.
- **Theme:** “What is the game about?” Themes might describe visual or subject matter, such as adventure or mythology. They should not be used as a substitute for format.
- **Game type:** “What kind of game is this?” This distinguishes formats or mechanics, such as slots, bingo or a particular table-game type.

Separating these questions prevents a common design muddle: putting providers, themes and formats into one long, unlabelled filter list. A user should be able to tell what a filter changes before applying it. If multiple filters can be active at once, show the selections clearly and provide a simple way to remove one or clear them all.

Filters also need to behave predictably when someone returns to a list. If a person opens a game and then taps back, losing the selected provider and scroll position can turn a quick comparison into a repeated task. The same applies to category pages: preserving context helps people continue browsing rather than start over.

Design for mobile constraints, not a shrunken desktop

Mobile constraints include limited screen width, small touch targets, changing orientation and the amount of content visible at one time. A desktop-style grid squeezed into a phone can leave game names unreadable or controls too close together. A compact layout is only useful if people can still identify and operate its controls.

Do not rely on icons alone for important destinations. A magnifying glass is a familiar search symbol, but icons can be ambiguous, and not everyone interprets them the same way. Pair icons with visible labels where space allows, and ensure controls have clear accessible names. The UK government’s accessibility guidance at accessibility.blog.gov.uk is a useful reference point for thinking about inclusive digital services; the same principle applies to casino app navigation: interfaces should work for people with different needs, not only users who can infer meaning from visual shorthand.

Designers should also consider text size and orientation. A label that fits at one setting may clip when text is enlarged. A screen that works in portrait may become awkward in landscape, particularly if filters or navigation disappear. These are practical checks, not finishing touches: if users cannot read a label or find the back route, the underlying catalogue structure does not matter.

A practical review checklist

When reviewing a casino app’s library navigation, test the journeys that represent real user goals. Count taps and screens, note what each label communicates, and check whether people can recover their place after opening a title.

1. **Find by format:** Can someone reach slots, live, bingo or hybrids without guessing which promotional category contains them?
2. **Find a known title:** Is search visible, and do results distinguish similarly named games?
3. **Explore without a title:** Can someone browse by format, provider or theme, with those attributes clearly separated?
4. **Check categories:** Does each label explain its function, or is it mood-based and open to interpretation?
5. **Count the route:** How many taps and screens are needed to reach a title? Does every step provide useful information?
6. **Return and continue:** After opening a game, does the back action preserve the user’s list, filters and position?

7. **Test the display:** Are titles and controls readable at larger text sizes? Does the layout remain usable in portrait and landscape?
8. **Check thumbnails:** Are titles visible, and can people tell series entries apart without relying on tiny artwork details?

Structure turns a large library into a usable one

A big catalogue can provide variety, but only clear structure makes that variety accessible. Format-first navigation gives people a reliable starting point. Descriptive category labels reduce guesswork. Search helps with known titles, while browsing supports discovery. Filters become more useful when provider, theme and game type remain distinct.

For any operator, including MrQ, the practical measure of a library is not just how many titles it contains. It is whether people can understand the options, reach the right section in a reasonable number of taps, and return to their place without starting again. On a mobile screen, that is what turns size into discoverability.