Open a casino app and you might find a row of categories labeled “Favorites,” “Hot,” “Featured,” or “For You” before you see a clear choice between slots, live games, and bingo. That arrangement can make the lobby feel lively, but it can also leave a practical question unanswered: what kind of game will open if you tap?

There is a reason operators use these labels. A category such as Favorites can be a useful shortcut, while a curated collection can help surface games a player might otherwise miss. But these labels do a different job from game types. When mood-based or promotional categories take priority over descriptive ones, people have to guess, search, or backtrack to find the format they actually want.

Good casino category labels should make both jobs clear: help people browse by game format, and offer optional collections for discovery. The distinction matters for navigation, accessibility, and the confidence that comes from knowing what a tap will do.

What “Favorites” Tells You—and What It Doesn’t

“Favorites” tells you something about a relationship to a game: these are titles a player has saved or marked for quick access. It does not tell you what the games are. The list might contain slots, bingo rooms, live tables, or a mix. In other words, Favorites is a personal shortcut, not a game type.

That can be useful. A saved-games list reduces repeat searching, especially for someone who returns to the same titles. The problem starts when a personal collection is presented as though it were a primary way to understand the lobby. New players may not yet have any favorites, and returning players may still want to browse by format before choosing a specific title.

The same distinction applies to other common labels. “New” describes release timing; “Popular” suggests activity or promotion; “Featured” may reflect editorial or commercial selection. These can all be worthwhile curated collections, but none explains whether a game is a slot, a live table, or bingo.

Mood-based labels versus descriptive labels

Labels such as “Hot,” “Lucky,” or “Feel-Good” are mood-based: they set a tone, but they do not describe the content or function of the games. “Live Blackjack,” by contrast, tells the player what kind of experience to expect. Mood-based labels can add personality to a lobby, but they should not replace clear navigation.

A simple test for any category label is: can a person predict what they will see before tapping? If the answer is no, the label may work as a promotional collection, but it is weak as a navigation category.



Start With Game Format Browsing

Game format browsing means letting people choose the kind of experience they want first. A clear first-level structure might include slots, live casino, bingo, and hybrids or other formats, where those options are available. The exact inventory varies between operators, but the organizing principle is consistent: put meaningful distinctions ahead of subjective collections.

Format-first navigation reduces guesswork. Someone looking for a live dealer table should not need to open a general “Featured” row and inspect thumbnails. Someone who wants bingo should not have to infer the format from a cropped image or a title they do not recognize.



Formats can overlap, so explain the boundary

Not every title fits neatly into one box. Some games combine slot-style mechanics with live elements, or bring familiar table-game rules into a different presentation. These hybrids are a reason to explain categories, not

abandon them. An app can place a game in its primary format and use tags to describe additional features.

For example, a title might appear under “Live casino” and also carry a “Game show” tag. A slot with a bingo-inspired mechanic might be listed under “Slots” with a descriptive feature label. The goal is not to force every game into a perfect taxonomy; it is to give players enough information to make a sensible choice.

Search and Browsing Solve Different Problems

Search works best when a person already knows what they want. They may remember a game name, a provider, or a distinctive term. Browsing works better when they know the type of experience they want but have not picked a title. These are different tasks, so an app should support both rather than treating search as a substitute for a clear lobby.

Player’s task Useful tool Why it helps Find a familiar title Search A direct route when the name or a distinctive word is known. Choose a kind of game Format category Narrows the lobby before the player has selected a title. Explore a particular style Theme filter or collection Helps discover games with a shared subject or presentation. Return to saved titles Favorites Provides a personal shortcut without claiming to be a game type.

Search can fail people in predictable ways. A player may not know the exact spelling, the title may have a long subtitle, or several entries in the same series may look alike. Search results should be legible and distinguishable, and the search field should have a clear label rather than relying on an unlabeled magnifying-glass icon.

Browsing can fail, too. If the first screen contains only promotional collections, a player who wants a specific format has to scroll or guess. A well-designed lobby makes both routes easy to find: a visible search control for direct lookup, and descriptive format categories for exploration.

Filters Are Not the Same as Categories

Filters refine a set of results. Categories establish a broad route into the lobby. They may appear together, but they answer different questions, and combining them under vague labels can make navigation harder.

- **Game type:** What kind of game is this—slots, live casino, bingo, or another defined format?
- **Provider:** Who made or supplies the game?
- **Theme:** What subject, setting, or visual style does the game use?
- **Curated collection:** Why has the operator grouped these titles together, such as “New” or “Staff picks”?

These distinctions make filters more useful. A person might first choose “Slots,” then narrow the results by provider or theme. Someone who wants a familiar supplier might start with a provider filter and then choose from available formats. A theme can be a helpful discovery cue, but it should not imply that all games in that theme work the same way.

Operators should also make filter behavior visible. If selecting “Live” updates the results, the selected state needs to be clear. If multiple filters can be combined, the interface should show what is active and offer an easy way to remove one mtgarena.pro or clear them all. Otherwise, a player can end up wondering why a title has disappeared.

Why Clear Labels Matter for Accessibility

Descriptive labels benefit everyone, but they are particularly important for people who use assistive technology, have low vision, or find ambiguous navigation difficult. The UK government’s accessibility guidance at

accessibility.blog.gov.uk is a useful reminder that accessible content depends on understandable structure and meaningful text, not just visual styling.

In a casino app, an icon-only control can be difficult to interpret if it has no accessible name or visible label. A heart icon might mean “add to favorites,” open a saved-games list, or show a liked item. A text label alongside the icon helps make the action clearer. Category names should likewise describe the destination, rather than depending on a color, image, or promotional slogan to carry the meaning.

Clear labels also help when text is enlarged or a device is held in landscape orientation. Long category names can wrap, disappear behind neighboring controls, or become truncated. If a row of thumbnails crops the game titles, entries from the same series may look nearly identical. Those are not merely visual polish issues: they can make the next action harder to identify.

Count the Taps: A Practical Navigation Test

A useful lobby review starts with a simple task: “Find a live game,” or “Return to a saved slot.” Count the taps and screens required, and note where the player has to guess.

1. Start from the lobby’s first screen and look for a clearly named game-format option.
2. Tap the format and confirm that the destination matches the label.
3. Use a filter only if needed, and check that its selected state is visible.
4. Open a game, then use Back and confirm that the lobby returns to a sensible place.

For a direct format choice, the route should ideally be one tap to the category and one more to a title, without requiring a detour through a mood-based collection. For a saved game, the Favorites shortcut should be easy to locate, but the list should still identify each title and, where useful, its format.

Back-button behavior matters here. If pressing Back resets the player to the top of the lobby, the person may lose their place and repeat work. The expected result is usually to return to the previous screen and preserve useful context, such as the selected category or scroll position. That behavior should be tested, not assumed.

What Operators Can Learn From MrQ and Other Lobbies

When evaluating an operator such as MrQ, the useful question is not simply whether it has Favorites or featured content. It is whether those collections sit alongside an understandable route into the actual game formats. A personal or editorial collection can make a lobby feel curated, but players still need to know where slots, live games, and bingo live in the navigation.

Curated collections have a legitimate role. “New,” “Popular,” and other hand-picked rows can provide a starting point for discovery, especially for people who do not have a title in mind. But the operator should explain the collection’s purpose when it is not self-evident, and should keep the main format choices visible enough that browsing does not become a hunt.

Thumbnails should support the label rather than replace it. Show enough of each title to distinguish series entries, avoid cropping the words that identify a game, and use text that remains readable on smaller screens. A visually polished lobby can still be confusing if the player cannot tell what a category contains.

A Small QA Checklist for Casino Category Labels

Before shipping a lobby or changing its navigation, check the basics on more than one device size and orientation:

- **Label clarity:** Do the main categories name game formats? Are mood-based labels presented as collections rather than formats?
- **Text size:** Can category names, filters, and game titles be read comfortably without truncation at common text sizes?
- **Orientation:** Do controls and labels remain visible in portrait and landscape, where the app supports both?
- **Icon labels:** Do icons have visible text or an accessible name that explains their function?
- **Filter states:** Can players tell which provider, theme, or game-type filters are active and remove them easily?
- **Back behavior:** Does returning from a title preserve the player's place instead of resetting the lobby?
- **Thumbnail titles:** Are games in the same series visually and textually distinguishable?

The Best Lobby Uses Both Structure and Discovery

Casino apps use categories like Favorites because personal shortcuts and curated collections can make repeat visits and discovery more convenient. Those categories become a problem only when they stand in for clear descriptions of what games are. Favorites says what a player saved; it does not say whether a title is a slot, live game, or bingo experience.

A stronger lobby gives each tool its own job: format categories for game format browsing, search for known titles, filters for provider and theme, and curated collections for optional discovery. With clear labels, readable titles, and predictable back behavior, players can choose a route that matches what they already know—or explore without having to guess.