

CLAIMS:

What is claimed is:

1. A gaming system comprising:

a gaming machine comprising a presentation assembly and one or more player input devices, the presentation assembly configured to present interfaces for a plurality of games; and

game-logic circuitry configured to:

cause the presentation assembly to present a multi-game management interface including graphical presentation elements for a plurality of participating game slots, a plurality of active games greater than the plurality of participating game slots, and search tools;

collect game data for each game of the plurality of active games, the collected game data at least associated with historical game events and conditions of the game and at least partially presentable within the multi-game management interface;

in response to detecting, via the one or more player input devices, a player selection of a graphical presentation element representing a first search tool of the search tools, compare the collected game data for the plurality of active games to predefined search criteria of the first search tool;

cause the presentation assembly to update the graphical presentation elements of the plurality of active games to be organized within the multi-game management interface based on the comparison, wherein the graphical presentation elements of any active games of the plurality of active games that match the player game preference are organized with visual priority within the multi-game management interface relative to other active games of the plurality of the active games;

in response to detecting, via the one or more player input devices, player input adding a first game of the organized plurality of active games to the plurality of participating game slots, cause the presentation assembly to visually link the presentation element of a first game slot of the plurality of participating game slots with the presentation

element of the first game, wherein a player associated with the player input adding the first game is automatically entered as a participant to the first game, the first game playable concurrently with any other games within the plurality of participating game slots via a multi-game interface presented by the presentation assembly; and

in response to detecting, via the one or more player input devices, player input removing the first game from the plurality of participating game slots, cause the presentation assembly to remove the first game from the multi-game interface and unlink the presentation elements of the first game and the first game slot, wherein the player is automatically removed as a participant within the first game responsive to the player input removing the first game.

2. The gaming system of claim 1, wherein the predefined search criteria is associated with a value-based game data element of the game data, wherein the organization of the plurality of active games comprises at least one of sorting or filtering based on the value-based game data element.

3. The gaming system of claim 1, wherein the historical game events and conditions includes one or more historical game outcomes, and wherein the comparison with the predefined search criteria detects the presence of a predetermined game trend based on the one or more historical game outcomes such that any active games of the plurality of active games including the predetermined game trend are organized with visual priority on the multi-game management interface.

4. The gaming system of claim 1, wherein the presentation assembly is configured to present a second multi-game interface with a corresponding second multi-game management interface.

5. The gaming system of claim 4, wherein the presentation element of the first game on the second multi-game management interface visually indicates when the presentation element of the first game is currently within the first game slot and the game-logic circuitry prevents the second multi-game management interface from occupying an additional seat of the first game.

6. The gaming system of claim 1, wherein the multi-game interface and the multi-game management interface are presentable by the presentation assembly concurrently.

7. The gaming system of claim 1, wherein a portion of the plurality of active games are visibly hidden from the multi-game management interface, and wherein the game-logic circuitry is configured to cause, in response to detecting a navigation input via the one or more player input devices, the presentation assembly to visibly reveal the hidden portion.

8. The gaming system of claim 1, wherein a number of games within the plurality of active games is greater than a number of slots within the plurality of participating game slots.

9. A method for presenting a customizable multi-game gaming session using a gaming system, the gaming system comprising a presentation assembly configured to present interfaces for a plurality of games, one or more player input devices, and game-logic circuitry, the method comprising:

presenting, by the presentation assembly, a multi-game management interface including graphical presentation elements for a plurality of participating game slots, a plurality of active games greater than the plurality of participating game slots, and search tools;

collecting, by the game-logic circuitry, game data for each game of the plurality of active games, the collected game data at least associated with historical game events and conditions of the game and at least partially presentable within the multi-game management interface;

in response to detecting, via the one or more player input devices, a player selection of a graphical presentation element representing a first search tool of the search tools, comparing, by the game-logic circuitry, the collected game data for the plurality of active games to predefined search criteria of the first search tool;

updating, by the presentation assembly, the graphical presentation elements of the plurality of active games to be organized within the multi-game management interface based on the comparison, wherein the graphical presentation elements of any active games of the plurality of active games that match the player game preference are organized with visual priority within the

multi-game management interface relative to other active games of the plurality of the active games;

in response to detecting, via the one or more player input devices, player input adding a first game of the organized plurality of active games to the plurality of participating game slots, visually linking, by the presentation assembly, the presentation element of a first game slot of the plurality of participating game slots with the presentation element of the first game, wherein a player associated with the player input adding the first game is automatically entered as a participant to the first game, the first game playable concurrently with any other games within the plurality of participating game slots via a multi-game interface presented by the presentation assembly; and

in response to detecting, via the one or more player input devices, player input removing the first game from the plurality of participating game slots,

removing, by the presentation assembly, the first game from the multi-game interface, and

unlinking, by the presentation assembly, the presentation elements of the first game and the first game slot, wherein the player is automatically removed as a participant within the first game responsive to the player input removing the first game.

10. The method of claim 9, wherein the predefined search criteria is associated with a value-based game data element of the game data, wherein the organization of the plurality of active games comprises at least one of sorting or filtering based on the value-based game data element.

11. The method of claim 9, wherein the historical game events and conditions includes one or more historical game outcomes, and wherein the comparison with the predefined search criteria detects the presence of a predetermined game trend based on the one or more historical game outcomes such that any active games of the plurality of active games including the predetermined game trend are organized with visual priority on the multi-game management interface.

12. The method of claim 9 further comprising presenting, by the presentation assembly, a second multi-game interface with a corresponding second multi-game management interface.

13. The method of claim 12, wherein the presentation element of the first game on the second multi-game management interface visually indicates when the presentation element of the first game is currently within the first game slot and the game-logic circuitry prevents the second multi-game management interface from occupying an additional seat of the first game.

14. The method of claim 9, wherein a portion of the plurality of active games are visibly hidden from the multi-game management interface, and wherein the method further comprises visibly revealing, by the presentation assembly in response to detecting a navigation input via the one or more player input devices, the hidden portion.

15. The method of claim 14, wherein the multi-game management interface is updated, based on the comparison with the predetermined search criteria, to replace at least one game of the plurality of active games visible within the multi-game management interface prior to the comparison with at least one game of the hidden portion.