Title of Invention: GAMING SYSTEMS AND METHODS USING DYNAMIC GAMING INTERFACES

ABSTRACT

A gaming system comprising a presentation assembly, one or more player input devices, and game-logic circuitry. The presentation assembly presents a multi-game management interface including presentation elements for participating game slots, active games, and search tools and a multi-game interface for playing games associated with the game slots. The game-logic circuitry collects game data for active games, compares, in response to player selection of a first search tool, the collected game data to predefined search criteria of the first search tool. The presentation assembly updates the presentation elements of the active games to be organized based on the comparison, visually links the presentation element of a first participating game slot with the presentation element of a first game in response to player input adding the first game, and unlinks, in response to player input removing the first game, the presentation elements of the first game and the first game slot.

Fig.1