

# Gaming and Casino Display Design Checklist

10 customer questions to de-risk displays for cabinets, player interfaces, signage, and gaming terminals

## How to use the checklist

For each question, capture the application context, the display requirement, the acceptance evidence, and any residual risk. Escalate any unknown response where the display affects safety, uptime, operator decision-making, regulatory evidence, or customer experience. Escalate any unknown response where the display affects player input, credit/wager information, regulatory data, payment flow, or machine availability.

#	Customer design question	Why this matters	Evidence to request / acceptance criteria	Status / notes
1	<b>What player interaction does the display support, and what must never be ambiguous?</b>	Credit, bet, win, bonus, and confirmation information must be clear and trustworthy.	Screen hierarchy; critical-value legibility review; input confirmation rules; customer/regulatory review.	OK / Gap / N/A
2	<b>What cabinet form factor, viewing angle, and visual impact are required?</b>	Gaming displays are tightly linked to industrial design, attraction, ergonomics, and service layout.	Cabinet CAD; bezel and aperture dimensions; viewing envelope; curved/round/stretched display decision.	OK / Gap / N/A
3	<b>What response time, latency, refresh, and animation performance are required?</b>	Poor motion performance can degrade experience and perceived machine quality.	Performance target; host/GPU interface review; motion test; display timing and scaling validation.	OK / Gap / N/A
4	<b>Will touch or button-deck inputs be used continuously by high-volume players?</b>	Durability and consistent input response directly affect machine uptime and user satisfaction.	Touch lifecycle; button-deck specification; haptic/feedback requirement; false-touch and debounce testing.	OK / Gap / N/A
5	<b>How will brightness, colour, and contrast be controlled across the casino floor?</b>	Visual consistency matters across banks of machines and under varied venue lighting.	Colour/brightness target; calibration approach; dimming control; side-by-side visual inspection plan.	OK / Gap / N/A
6	<b>What burn-in, image retention, and duty-cycle risks are created by static UI elements?</b>	Gaming HMIs often show static meters, frames, or attract loops for long periods.	Content duty analysis; pixel-shift or screen-saver logic; technology selection rationale; ageing test plan.	OK / Gap / N/A
7	<b>What heat, ventilation, and acoustic constraints exist inside the cabinet?</b>	Displays, LED features, power supplies, and embedded electronics can create thermal hotspots.	Thermal model; airflow path; backlight power budget; component derating; fanless/fan strategy.	OK / Gap / N/A
8	<b>How will displays be serviced quickly on the casino floor?</b>	Downtime, access time, and module replacement drive revenue and service cost.	Service access plan; connector strategy; spare module definition; removal/replacement time target.	OK / Gap / N/A
9	<b>What approvals, regulatory expectations, and security requirements apply to the cabinet?</b>	Gaming jurisdictions may impose controlled software, metering, audit, and physical security requirements.	Compliance matrix; secure interface boundary; tamper evidence; audit and configuration-control evidence.	OK / Gap / N/A
10	<b>What validation evidence proves the display is ready for production rollout?</b>	Prototype visual appeal must translate into reliable, repeatable cabinet builds.	EVT/DVT/PVT plan; cabinet integration test; player trial feedback; production inspection limits.	OK / Gap / N/A

## Recommended review outputs

- Display subsystem requirements specification: optical, mechanical, electrical, environmental, touch, software-interface, mounting, and lifecycle requirements.
- Risk and application traceability: each display-related risk or customer-experience issue linked to a design control and verification method.
- Evidence pack: drawings, interface specifications, environmental assumptions, test reports, supplier declarations, support/lifecycle plan, and controlled change documentation.

## Reference prompts for the project team

- Confirm all customer, site, and regulatory requirements before final specification or quotation.
- Define testable acceptance criteria for every requirement that affects readability, touch operation, reliability, safety, or maintainability.
- Record any assumptions on duty cycle, lighting, environmental exposure, mounting, electrical interfaces, content, and long-term availability.
- Review the final display selection jointly with mechanical, electrical, software, operations, service, and commercial stakeholders.

Use this checklist for control-room, field, kiosk, monitoring, inspection, and process-interface displays in oil, gas, and energy applications. This is a practical customer-discovery guide. Its is not a substitute for project-specific engineering, safety, legal, or compliance assessment, in conjunction with discussion with CDS engineers and/or technical sales team.

For more information or to discuss your project and requirements please contact our technical sales team.