

# Gaming Research Tips

.....quick start for studies, reports and papers

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## Tip Sheet #15: Gaming Technology

### Testing, licensing and approval.

Scientific and technological developments in gaming must go through much of the same scrutiny as individuals.

See the gaming regulations of each jurisdiction to know what the requirements and procedures are for manufacturers of games and related devices, such as a ticket printer to print a voucher for winnings.

**Technology origins.** Some things are developed especially for gaming and others may be borrowed from other industries,

Currency counters that sort and count by denomination, spot counterfeits and tally thousands of bills in a few seconds are probably taken from the banking trade.

**Standards and protocols.** Gaming standards for machine specifications and other developments are being developed for more uniform systems, easier upgrading and proper functioning.

A jackpot that occurs due to a machine malfunction does not pay the player, so gaming machine specs and testing are crucial.

### Sample gaming technology areas.

- Bill acceptors and validators
- Player tracking and slot clubs

- Ticket-in, ticket-out gaming
- Random number generators (e.g., for Keno)
- Casino surveillance equipment
- Internet gaming systems and software
- Electronic meters in slot machines
- Interactive gaming
- Mobile gaming
- Biometrics as identification in surveillance
- Slot drop boxes with memory chip that identifies the machine emptied
- Printed slot tickets that can't be altered by customers
- Smart cards
- Jackpot payout systems
- Progressive jackpot technology
- Digital video in surveillance
- Machine-readable playing chips for table games
- Automated coin hopper management
- Integration of hotel management and casino management systems
- Digital dealing of electronic cards
- Electronic drop box monitor for pit games
- Mystery jackpot payout technology

**Trade shows.** Many trade shows have "Show & Tell" where new technology is exhibited and conference sessions assess the impacts.

Since many trade shows have web sites and pre-published agendas, you can learn who the experts are and where they are speaking. For a list of trade shows, dates and locations, bookmark the web site for [Gaming Floor](#).

### **Links to gaming technology resources.**

- [Gamet Technology](#)
- [Gaming Standards Association](#)
- [Gaming Laboratories International](#)
- [International Game Technology](#)
- [Hospitality Financial & Technical Professionals](#)
- [Biometrics Consortium](#)
- [Interactive Gaming Institute of Nevada](#)
- [World Net Gaming](#)
- [Spintek Gaming Technologies](#)
- [Game Manufacturers Association](#)

### **Suggested topics for research.**

- use of technology for disputed jackpots
- patent infringement in gaming device design
- testing player reaction before switching to new technology
- plight of casino workers made obsolete by technology
- casino competition and technology
- costs and financing of gaming technology

### **For more information.**

---Trade magazines. See various issues of Casino Enterprise Management, Casino Journal, Slot Tech Magazine, etc.

New products are pictured and described. Innovation awards are listed.