

# State Gaming Control Board Technology Division

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## Gaming Device and Associated Equipment- The Approval Process

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IGI Gaming Device and Associated Equipment



# Today's Agenda

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- 8:30 – 8:45 Introductions/House Keeping
- 8:45 – 9:15 Technology Division Overview
- 9:15 – 10:15 Gaming Device Discussion
- 10:15 – 10:30 Break
- 10:30 – 11:00 Field Inspections
- 11:00 – 12:00 Associated Equipment Process
- 12:00 – 12:30 Q&A



# Session Take Away's

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- Understanding the Technology Division's role in Nevada's regulatory mission;
- Understanding the process for gaming device approvals;
- Understanding what associated equipment *is* and *is not*;
- Understanding the process for associated equipment approvals.

# Definitions

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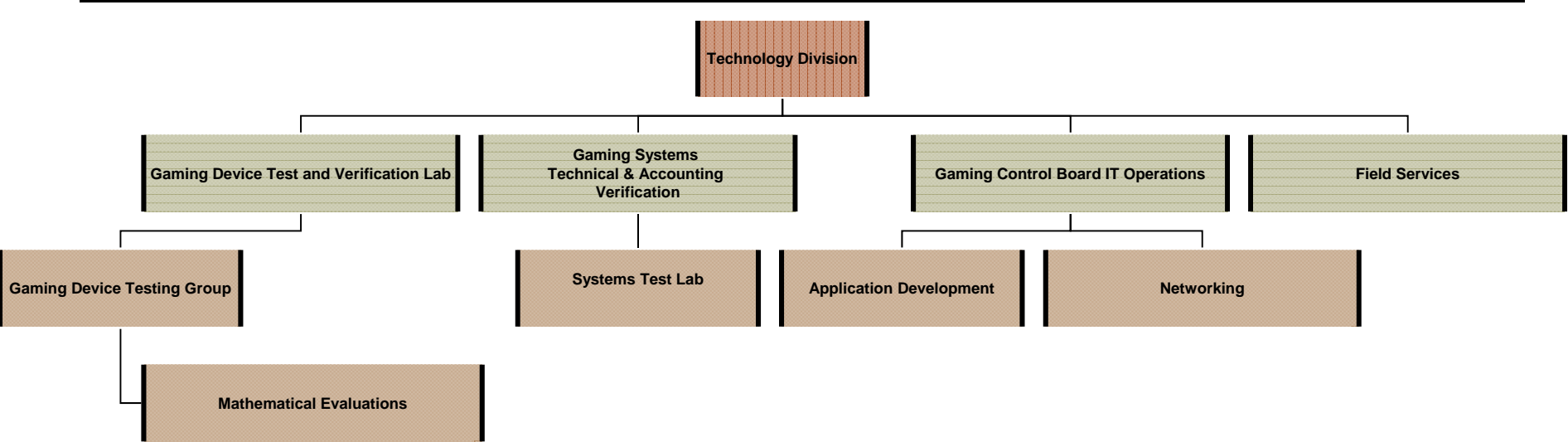
- AE Associated equipment
- OSMS On Line Slot metering systems
- ITAG Information Technology Audit Group
- MFG's Manufacturers
- Operators Licensed Casino Operators
- CWS Cashless Wagering System
- MICS Minimum Internal Controls System

# Technology Division

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- Announced April 2006
- 1<sup>st</sup> Board reorganization since 1980's
- What's this all about? Just marketing?
  - Collapsed ITAG, Gaming Device Approval Lab, Cashless Wagering Lab, Information Technology into single Division
  - Obtained Approval for 11 new staff and,
  - New facilities - new offices and test lab at the south end of town
- Why?
  - Technology will continue to become an integral part of gaming operations for regulators, operators and manufacturers
  - To gain synergies for approvals, resources and processes
  - Adopt best practices
  - Prepare Board for the next decade, taking advantage of our experiences in the PC, financial and healthcare industries

# Overview of Technology Division - Organizational Structure



# Technology Division Regulatory Functions

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## Technology Division

- Submission Forecasting
- Policy Development
- Jurisdictional Interface
- Licensee Interface

### Games

- Gaming Test and Verification Lab
- New Gaming Device Approvals
- Modifications to Gaming Devices
- Patron Disputes
- Technical Standard Compliance Cnsltng
- Regulation Compliance Consulting
- Game Theme Evaluation

### Associated Equipment

- Gaming Systems Test and Verification
- Systems Testing - Technical
- Systems Testing - Accounting
- Minimum Internal Control Compliance
- Consulting
- Regulation Compliance Consulting

### Field Services

- EPROM Field Testing
- Machine Configuration Verification
- Patron Disputes
- AE Software Inspections
- In-house Tool Development



# Gaming Device Approvals

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- New Gaming Device Approvals
- Gaming Device Modifications
- System Supported, System Based, Mobile Gaming
- System Supported, System Based & Mobile Gaming Installation Requests



# Field Services

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## Field Services Overview



# **Associated Equipment Approvals**

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**New Projects**

**Modifications**

**Installation Requests**



# What's Next?

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- More regular releases of Technical Standards
  - Software release model – Major/Minor
- Better communication between Manufacturer's, Regulators and Operators
- More visibility into Board Processes



# Q&A

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