



Association of Gaming Equipment Manufacturers

## **FOR IMMEDIATE RELEASE – Oct. 8, 2019 – SPECIAL G2E UPDATE**

Media contact: Marcus Prater, AGEM Executive Director  
(702) 812-6932 • Marcus.Prater@AGEM.org

# **ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) HIGHLIGHTS TOP 12 SUCCESS STORIES OVER THE PAST 12 MONTHS**

### **No. 1: Gaming suppliers create powerful economic impact**

AGEM released a comprehensive report in April showing the global gaming supplier industry generated a total economic impact of \$55.8 billion, supported more than 202,000 employees, including 61,700 direct employees, and supported a total of \$14.1 billion in wages and salaries during 2018. The report titled “Impact Analysis: Global Gaming Supplier Industry” was the result of an independent study commissioned by AGEM and conducted by the respected Nevada-based research firm Applied Analysis. The report ([http://AGEMonline.org/Impact\\_Report2019.pdf](http://AGEMonline.org/Impact_Report2019.pdf)) reflects a recurring update and the most comprehensive review to date of the global gaming supplier industry that analyzes the size and scope of this technology-driven sector, specifically identifying AGEM members’ global reach spanning every regulated gaming market in the world.

### **No. 2: AGEM, Gaming Laboratories International (GLI®) committed to giving**

AGEM and GLI announced in June the creation of their new “Lasting Impact Philanthropic Initiative,” a multi-year effort aimed at identifying worthy causes that will utilize direct contributions to flourish over the long term and provide a variety of assistance to multiple beneficiaries. The first gift from the newly formed Initiative was a \$500,000 contribution to the Howard R. Hughes College of Engineering building fund at the University of Nevada, Las Vegas (UNLV), which is developing a 51,000-square foot, three-floor building on campus. The Initiative’s \$500,000 gift is a direct investment in the importance of education in Nevada, the city of Las Vegas, university students and faculty and the future pipeline of skilled engineers for gaming and many other industries. The second gift so far in 2019 was \$200,000 in September to the Dr. Robert Hunter International Problem Gambling Center in Las Vegas.

### **No. 3: AGEM legislative effort boosts workforce in Nevada**

AGEM initiated legislation that became Assembly Bill 221 in Nevada and was swept into law expanding the state’s technology and manufacturing workforce by giving those 18 to 20 years legal status as a “gaming employee” working for slot machine, systems, table game and component suppliers. Previously, Nevada statute prohibited any person under 21 from being employed as a “gaming employee” except as a member of a casino count room staff. The passage of AB221 retains the count room exception for casino operations, and otherwise applies only to the technology supplier sector, which previously couldn’t even offer internships to those under 21.

### **No. 4: AGEM represents technology providers in Apple App Store extension**

AGEM and the rest of the industry were caught off guard by Apple’s June announcement that new guideline changes for its App Store will impact iGaming and sports betting suppliers and operators by requiring apps and games to be developed in Apple’s native code by a Sept. 3 deadline or face removal from the App Store. AGEM took its case all the way to Apple CEO Tim Cook and Apple granted an unexpected extension until March 3, 2020 that will ease the timeframe pressure for both technology providers and regulators.

### **No. 5: Suppliers applaud expansion opportunities**

AGEM continued to cultivate contacts and relationships on the ground in Japan, where new integrated resorts will create the world’s most technologically advanced casino gaming environments. AGEM has established a relationship with the Preparation Office of Japan Casino Regulatory Commission, Cabinet Office as regulations and technical standards impacting suppliers are contemplated. In the U.S., AGEM supported the successful effort for new casinos in Arkansas and applauded the large expansion developments in Illinois that could result in 30,000 new gaming positions.

#### **No. 6: Industry cooperation pays off**

AGEM worked with the American Gaming Association (AGA) on the G2E and G2E Asia events and with the European Casino Association (ECA) on ICE, the International Casino Conference (ICC) and the European Dealer Championship. AGEM also partnered on other issues and events with a wide variety of other industry associations, including Global Gaming Women (GGW), the Gaming Technologies Association (GTA), Gaming Standards Association (GSA), International Masters of Gaming Law (IMGL), the International Association of Gaming Advisors (IAGA), the Canadian Gaming Association (CGA), the Nevada Resort Association (NRA) and the Las Vegas Chamber of Commerce. AGEM Director of Europe Tracy Cohen was selected to represent suppliers at the ECA's Diversity and Inclusion for Career Enhancement (DICE Europe) launch in June.

#### **No. 7: Focus on responsible gaming remains strong**

The AGEM Board unanimously approved the contract renewal of AGEM Director of Responsible Gaming Connie Jones and she had a very active year as AGEM continued to financially support a wide variety of organizations dedicated to responsible gaming initiatives, including the National Center for Responsible Gaming (NCRG), the National Council on Problem Gambling, the Nevada Council on Problem Gambling, the Dr. Robert Hunter International Problem Gambling Center in Las Vegas and GamCare in the United Kingdom. As a specific example, the annual AGEM-AGA Golf Classic presented by JCM Global in May had another successful run, raising \$197,000 and now raised more than \$2.1 million for the NCRG over the event's 21 years.

#### **No. 8: AGEM delivers on commitment to education**

AGEM continues to fund the AGEM Scholarship through the American Indian College Fund, highlighting a busy 12 months focused on the educational component in its mission statement. In addition to supporting Indian Country, AGEM has funded scholarships or contributions to the UNLV Lee Business School, Nevada State College, the Global Gaming Women Charitable Education Fund, Atlantic Cape (N.J.) Community College, the International Center for Gaming Regulation at UNLV, the UNLV Center For Gaming Innovation, Las Vegas Discovery Children's Museum and Spread the Word Nevada. In Mexico, AGEM pledged \$12,500 to National Autonomous University of Mexico (IUNAM) to help fund a gaming industry overview that will capture all of impacts of gaming in this active market.

#### **No. 9: Work continues on regulatory reform**

AGEM continues to work with regulatory bodies around the world to advance the overall interests of its members. AGEM was especially active in Nevada over the past 12 months as Sandra Morgan replaced Becky Harris as Chairwoman of the Nevada Gaming Control Board (GCB) and the AGEM Compliance Committee identified area of improvement to increase the flow of technology through the GCB test lab. AGEM also had specific interaction providing direct input to regulators in New Jersey, Pennsylvania, Maryland, Michigan, Mexico and Canada, among other markets.

#### **No. 10: AGEM Memorial Awards honor well-deserved duo**

At G2E in Las Vegas in 2018, AGEM revealed the third winners of the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism – former SHFL entertainment CEO and Vice Chairman of the Board of Scientific Games Gavin Isaacs – and the Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications – longtime slot machine expert and current Editor for *Global Gaming Business* magazine Frank Legato. The 2019 winners will be announced Oct. 14, with the awards presentation at G2E set for Oct. 16 at 4 p.m. at the AGEM booth.

#### **No. 11: AGEM membership hits all-time high**

Total AGEM membership at the Gold, Silver, Bronze and Associate levels hit 175 companies in April — 20 years after AGEM was formed by the “big four” slot companies of Aristocrat, Bally, IGT and WMS.

#### **No. 12: AGEM Officers form strong team**

January brought an updated Officer team as the AGEM Board of Directors approved the slate presented of President Luke Orchard, IGT; Vice President David Lucchese, Everi; Vice President Robert Parente, Scientific Games; Vice President Tom Jingoli, Konami; Vice President Eric Fisher, Crane Payment Innovations (CPI); Secretary Mark Dunn, Aristocrat; Treasurer Tom Nieman, JCM Global; and General Counsel Daron Dorsey, Ainsworth. Nieman subsequently retired after a distinguished career in gaming that began with Bally Manufacturing in 1972 and Fisher replaced him as Treasurer.

## About the Association of Gaming Equipment Manufacturers (AGEM)

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, game content, table games, online technology, sports betting, key components and support products and services for the gaming industry. AGEM works to further the interests of gaming equipment suppliers throughout the world. Through political action, regulatory influence, trade show partnerships, educational alliances, information dissemination and good corporate citizenship, the members of AGEM work together to create benefits for every company within the organization. Together, AGEM has assisted regulatory agencies and participated in the legislative process to solve problems and create a business environment where AGEM members can prosper while providing a strong level of support to education and responsible gaming initiatives. For more information, visit [www.AGEM.org](http://www.AGEM.org).

The current AGEM membership roster, 169 companies strong based in 22 countries, is a who's who of the supplier segment of the global gaming industry: **AGEM Gold Members:** AGS, Ainsworth Game Technology, Aristocrat Technologies, Everi, International Game Technology (IGT), Konami Gaming, Merkur Gaming, NOVOMATIC Group, Scientific Games and Sega Sammy Creation. **AGEM Silver Members:** Action Gaming, Aruze Gaming America, Betson Enterprises, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Inspired Gaming, JCM Global, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Ace Systems Mx, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., Atlas Gaming, BetConstruct, Bingotimes Digital Technology, Cammegh Limited, Century Gaming Technologies, CG Technology (CGT), Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gamblit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, Incredible Technologies, Interblock USA, Jackpot Digital, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming & Electronics, PDS Gaming, Spintec, Synergy Blue, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies, Win Systems and Worldpay Gaming. **AGEM Associate Members:** 3M Touch Systems, Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Automated Cashless Systems, Automated Systems America, Inc. (ASAI), Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, Clarion Gaming, CMC Trading Engineering (International) Ltd, Comer Holdings, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, Enterprise Holdings, EFCotec Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantini Research, Fennemore Craig, Finnegan, Henderson, Farabow, Garrett & Dunner, Fox Rothschild, G2 Game Design, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, Genesis Interactive Technologies, GET IN Global, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Display Solutions, Innovum Technologies, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, Lazcano Sámano, Lightstone Solutions, Majestic Realty, MdME Lawyers, Nanoptix, NRT Technology Corp., Olsen Gaming / Spectronix, Outpost Creative, Panasonic Corporation, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Proforma GPS, Reed Exhibitions, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, SAP, SCA Gaming, Shenzhen TMD Technology, Sightline Payments, southfi, Spin Games, Sports Betting Community (SBC), StylGame USA, TACK Electronics, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The United States Playing Card Company, Touch Dynamic, Tournament One, TOVIS, TraffGen USA, U.S. Bank, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

**-AGEM-**