



## A Message From the President

GSA Certification Program – What’s in it for me?

Open standards offer flexibility, innovation and freedom of choice. However, without the ability to get an assurance that a product conforms to a standard, you create a larger problem than simply staying with a proprietary technology. The freedom that open standards provide has a price: provide the buyer the appropriate assurance that your product conforms. In other words, make sure it is GSA Certified. It is easy for operators to understand the importance, but what about manufacturers?

Why should I care invest the extra money and time if my customer does not request it? Let’s ask ourselves the question – what is the cost of an error in the field? A single error at your customer’s premises could have a profound impact on your business. You need to send people in the field to debug the problem and that alone is expensive. In addition the error has very likely spread to other customers that have the same games and/or systems deployed. Any modification to the game code requires a new regulatory approval. This definitely has an impact on your time to market plus it’s an additional expense. You will likely lose goodwill with your customer and it could affect future sales.

GSA Certification, the step where a GSA accredited testing facility validates the implementation of a specific GSA communication standard, provides significant value. It can be seen as a quality assurance function where you use an independent accredited body validating your implementation. However certification alone is not enough, ideally you want to take your products into an interoperability lab to test it in a production level environment.

GSA Certification is important and the dividend is that it will significantly contribute to the overall quality of the product. As operators request products and systems to be GSA Certified, one can expect a significant improvement in satisfaction level.

The GSA Certification Program is ready and available at <http://cert.gamingstandards.com/>. Ask your vendors to get certified, and stop worrying.

Peter DeRaedt, GSA President



## Member Update

### [New GSA Members](#)

Membership continues to grow in 2009. GSA is thrilled to have De Vocht Expert Services as our latest Advisory Member. Global Gaming Research Center has joined as a Gold Member and BCLC has upgraded to the Gold level. Oracle and Zest Gaming SpA are our newest Silver Members.

To view the full GSA membership listing, please go to [http://www.gamingstandards.com/index.php?page=member\\_information/members](http://www.gamingstandards.com/index.php?page=member_information/members).

### [GSA at G2E Asia](#)

GSA participated at G2E Asia during June 2-4 in Macau. Peter DeRaedt, GSA President shared the latest news on GSA's standards. Also, Peter DeRaedt moderated a panel discussion on June 3rd which focused on GSA's Certification Program. The other panelists who participated are listed below:

Doug Bertinshaw, Aristocrat Technologies, Inc.  
Ian Hughes, Gaming Laboratories International (GLI)  
Adrian Marcu, International Game Technology (IGT)  
Manson Yip, Bally Technologies, Inc.  
Kent Young, Aruze Gaming America

### [GSA at GEM 09](#)

This was the first time for GSA to exhibit at GEM 09 in Manila in April. Peter DeRaedt, GSA President was happy to answer questions regarding GSA in general as well as share the latest protocol news. Peter also delivered a presentation entitled "Trends and Advances in Gaming Technology".

### [GSA's Spring Presentation Tour](#)

GSA representatives have been out and about traveling to a variety of industry events and sharing the latest news. Marc McDermott, GSA Technical Director traveled to NIGA in Phoenix, AZ on April 16<sup>th</sup> and delivered a presentation focusing on the benefits of certification. The next stop for Marc was the Canadian Gaming Conference in Windsor, Ontario on April 30<sup>th</sup> and regional solutions was the presentation topic. Marc was off again to the Southern Gaming Summit in Biloxi, MS on May 7th where he moderated a panel discussion regarding Leveraging Networked Gaming Technology to Enhance the Player Experience. The last stop on May 21st was the Gaming Technology Summit in Las Vegas where Peter, Ethan and Marc delivered a GSA Standards Update.

To view and download presentations please go to <http://www.gamingstandards.com/index.php?page=resources/presentations>.



## [GSA's Operators Forum](#)

Operators gathered at South Point Casino in Las Vegas on May 19<sup>th</sup> to find out about how the new GSA driven products can help increase business. Peter DeRaedt, GSA President delivered a GSA overview including current membership, roadmap and future functionality. Marc McDermott, GSA Technical Director and Ethan Tower, Protocol Director introduced the following business values: Expand Your Player Market, Keep Players Playing, Reward Hot Players, Maintain Your Margin and Single Card Casino. These protocol GEMS can be found on the GSA website at <http://gamingstandards.com/index.php?page=resources/gems>.

To view and download presentations please go to:  
<http://www.gamingstandards.com/index.php?page=resources/presentations>.

## **Technical Committee Update**

As the temperatures begin to rise during the second quarter of 2009, GSA's technical committees are moving full steam ahead. The May Technical Meetings were held in Providence, Rhode Island and hosted by GTECH.

The [G2S Committee](#) Chair, Kevin Higgins of IGT reports the G2S committee has compiled a new 2.0.1 errata version that is now available for download. Additionally, a companion document has been posted with the 1.0.3 protocol that details the various clarifications that the committee has adopted. This document and the clarified schema are extremely useful for implementers and will help them avoid various ambiguities. Work also continues on further clarifications, as well as development of the tournament and employee classes which are to be included in future versions of the protocol.

Dan Milligan of Video Gaming Technologies, the [S2S Committee](#) Chair, reports the committee has started gathering a number of items which will become the S2S 1.4 version of the protocol. As seen in the past, when the protocol is actually implemented, issues arise and extensions are required resulting in the need for another iteration of the 1.X series of S2S. As the committee moves forward with the 2.0 version, the vetting process that is occurring as the document is approved will greatly assist in minimizing these type of changes. The vetting of the first two chapters of S2S 2.0 has resulted in numerous improvements and is an overall great addition to the release process for the protocol. At our next face to face meetings, which are being hosted by G-Tech, we will be voting on While the vetting process continues, the committee is evaluating additional improvements to the 2.0 version of the protocol and an additional class to the 1.X version of the protocol which will be the tax form class for year end tax reporting purposes.

Tony Green of Bally Technologies, [Transport Committee](#) Chair, reports the committee has directed its attention to updating the Point to Point specification over the previous quarter, resulting in clarifications and improvements to specification. The significant changes address issues related to interoperability, multiple levels of network security strength, and clarifications related to network security processes. The final draft of the Transport Point-to-Point v1.1 specification is being reviewed and a formal committee vote will take place early this summer.



Additionally, the process review of the final draft of the Transport Multicast v1.1 specification has been rescheduled. This was done so the member vote on the Multicast v1.1 specification will occur at the same time as the Point-to-Point v1.1 specification, thus allowing the two specifications to be evaluated by the voting members together.

The [GDS Committee](#) Chair, John Hilbert, FutureLogic, Inc. reports the committee is still working on GDS certification. In the process of coming up with a certification program the group has identified several new features to expose to the back of house systems through the G2S and S2S protocols. The result will be some adjustments to the protocols to provide more options and more information to the operators about their peripheral devices. Expect a new printer and not acceptor versions that incorporate these new features by the end of Calendar 2009.

Ken McNichols of IGT, the [SAS Protocol Committee](#) Chair reports the committee has approved a final version of the SAS development toolkit, and is working on final versions of other supporting protocol documents in preparation for end of life of the protocol. These updates correct numerous deficiencies in the toolkit and will help a great deal in providing correct and consistent SAS testing and development.

Keep up-to-date on all the activities of the GSA Technical Committees by attending meetings if you're a member. A full meeting schedule can be found [here](#). The next major face-to-face meetings are scheduled for August and will be located in Charlottesville, Virginia.

If you're not a member of GSA - [Join now!](#)

## **GSA in the News**

[Gaming Standards Association Brings Standards to Asia's GEM Expo](#)

[Gaming Standards Association and GTA Co-Host Technology Workshop](#)

[Gaming Standards Association Releases Clarifications to G2S Protocol](#)

[Gaming Standards Association Brings Protocol Standards To G2E Asia in Trade Show Display and Panel Discussion](#)

To read past press releases, please click [HERE](#).



## Upcoming Events

GSA continues its plan to show presence at major industry events in 2009.

For the full schedule, check out our [trade show](#) and [events](#) calendars.

### [GSA University](#)

The GSA University courses offered in Sydney, Australia at the end of March, 2009 were a great success. Twenty-four individuals from manufacturing companies, testing laboratories and regulatory agencies attended the "G2S110 - Overview of G2S" course offered on March 23rd and thirteen individuals participated in the "G2S210 - Basic Game Play with G2S". Twelve participants obtained their "G2S Certified Engineer - Basic Level" certification. Continuing in our effort to ensure our courses are available globally, April and May saw GSA University provide on-site training sessions to Canadian lotteries and manufacturers.

Content preparation work continues in an effort to develop "G2S310 - Advanced Topics in G2S".

This course is being offered in Las Vegas, NV from July 13th to 17th, 2009. Please register early to ensure your seat; spaces are limited to 20 registrants. The deadline for registering for this course is June 19, 2009.

Please keep an eye out in June for a GSA University Survey asking for your input on which courses you would like to see offered in 2010. The results of the survey will help in preparing our 2010 GSA University Off-site schedule.

Contact [www.gsauniv.com](http://www.gsauniv.com) to view the 2009 Off-site Schedule or to register for any of the Off-site sessions. For more information regarding on-site sessions, please contact Line Robichaud at 1-888-GSA-UNIV (1-888-472-8648) or 506-852-9383.

## GSA Board of Directors

**Chairman:** Lyle Bell, Seminole Tribe of Florida

**Vice-Chair:** Bruce Rowe, Bally Technologies, Inc.

**Secretary:** Don Karrer, Penn National Gaming

**Treasurer:** Brandon Knowles, TransAct Technologies, Inc.

Gregory DeWitt, AMX

Jim Morrow, Aristocrat Technologies

Scott Norman, BCLC

Don Doucet, GTECH

Melissa Price, Harrah's Entertainment

Adrian Marcu, International Game Technology (IGT)

Jon Berkley, Las Vegas Gaming, Inc.

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Morrison Reyner, NCR Corporation

John Xidos, Techlink Entertainment International Ltd.

Rob Siemasko, WMS Gaming



## Non-Voting Board Members

Steve Sutherland, Konami Gaming, Inc.

## How to contact the Gaming Standards Association

### Gaming Standards Association

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Technical Director: Marc McDermott  
Protocol Director: Ethan Tower  
Educational Director: Line Robichaud  
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## How to become a member of the Gaming Standards Association

Join the fastest growing standards development organization in the gaming industry, and see what all the excitement is about! [Join Now!](#)

To unsubscribe, please email [lkefer@gamingstandards.com](mailto:lkefer@gamingstandards.com).

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