

CONTACTS:

Peter DeRaedt, Gaming Standards Association
President
Tel: +1 (775) 829-2336
E-mail: pres@gamingstandards.com

Ross Ferrar, Gaming Technologies Association
Chief Executive
+61 (2) 8216 0931
rferrar@gamingta.com

GSA AND GTA CO-HOST TECHNOLOGY WORKSHOP

LAS VEGAS (April 13, 2009) – The Gaming Standards Association (GSA) and the Gaming Technologies Association (GTA) co-hosted an important Gaming Communication Technology Workshop this week in Sydney to review recent changes in technology and how Australasian jurisdictions might be affected by those changes and by the application of GSA protocols.

The two day workshop was attended by more than 50 technologists, regulators, suppliers and operator representatives from around the Asia-Pacific region. A range of presentations reviewed current technology frameworks, technology architecture contrasts and the effect and impact of GSA standards.

GSA President Peter DeRaedt, was pleased with the workshop outcomes. “Our objective for this workshop was achieved” he said. “We facilitate the development of open communication standards and want to continue to bring together all parties worldwide. This allows us to foster a closer collaboration and help move the industry forward. Australia provides an important part of that global picture. GSA standards create a landscape that drives innovation in a positive way.”

GTA’s Chief Executive Ross Ferrar said that the attendance reflected the importance of communications technology and the high level of interest in how recent developments might be applied. “GSA has achieved outstanding progress in delivering open standards to the gaming data communications sphere. The richness of information their implementation delivers is an increasingly vital aspect of delivering great gaming technology and meeting our various audiences’ expectations” he said.

Participants agreed that the workshop provided valuable information about GSA standards, prompted a great deal of worthwhile discussion and was an important addition to the 2009 calendar.

About the Gaming Standards Association (GSA): The Gaming Standards Association (GSA) is an international trade association that creates benefits for gaming manufacturers, suppliers, operators and regulators. We facilitate the identification, definition, development, promotion, and implementation of open standards to enable innovation, education, and communication for the benefit of the entire industry. Since its incorporation on May 6, 1998, GSA has members representing a wide cross section of the global gaming industry.

GSA’s new Game-to-System (G2S) Protocol has been named “Best Productivity-Enhancement Technology” by Global Gaming Business Magazine, one of the “Top Three International Gaming Products” by IGWB Magazine; one of Casino Journal magazine’s “Top 3 Most Innovative Products”; and one of Casino Enterprise Management’s “Top 10 Slot Floor Technologies.”

Platinum members include AMX; Aristocrat Technologies Inc.; Bally Technologies, Inc. (BYI); GTECH Corporation (LTO); Harrah’s Entertainment; International Game Technology (IGT); Konami Gaming Inc.; MEI; NCR Corporation (NCR); Seminole Tribe of Florida; Techlink Entertainment International Ltd. and WMS Gaming Inc. (WMS). Other members include: 3M Touch Systems (MMM); Ainsworth Game Technology, Ltd.; Alberta Gaming and Liquor Commission; American Gaming Systems; Ameristar Casinos, Inc.; Aruze Gaming America, Inc.; Atlantic Lottery Corporation; Atronic Americas LLC; Austrian Gaming Industries GmbH; BMM Compliance; British Columbia Lottery Corporation; CashCode Company

Inc.; Casino Technology; Codere, S.A.; De Vocht Expert Services; DigiTech Systems Co., Ltd.; Euro Games Technology; FutureLogic, Inc; GameLogic, Inc.; GameTech International; Gaming Consultants International; Gaming Laboratories International, LLC; Gaming Technologies Association; Giesecke & Devrient; GGS-US LTD; Hydako Co., Ltd.; Intel Corporation (INTC); Intralot S.A. (INLr.AT); Las Vegas Gaming, Inc.; Loto-Quebec; Macao Polytechnic Institute; Manitoba Lotteries Corp.; MGM MIRAGE (MGM); Money Controls; MotorCity Casino; Multi-State Lottery Association (MUSL); Multimedia Games, Inc. (MGAM); Nanoptix, Inc.; New Wave Automation; Nick Farley & Associates; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Oracle (ORCL); Oregon Lottery; Penn National Gaming, Inc.; Scientific Games (SGMS); Shuffle Master, Inc.(SHFL); SIQ; Tabcorp Holdings Limited; Tech Results; Technical Systems Testing; Transact Technologies (TACT); UNLV International Gaming Institute; Video Gaming Technologies, Inc.; WCLC Sask VLT Division and Western Money Systems. For more information, visit www.gamingstandards.com.

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