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## **GAMING STANDARDS ASSOCIATION CREATES INTERNET GAMING STUDY COMMITTEE TO EVALUATE BUSINESS VALUE OF COMMON MESSAGING PROTOCOL**

LAS VEGAS (March 2, 2010) – As gaming migrates to new forms of distribution like the Internet the Gaming Standards Association is committed to understanding how this affects our members as well as the protocols that connect products in any gaming market. GSA has created the Internet Gaming Study Committee. Comprised of GSA members from around the world, the committee will determine if a business need exists for a standardized internet gaming protocol, much as standardized GSA protocols have benefited land-based casino operations.

GSA President Peter DeRaedt said, “GSA members who are both operators and manufacturers are very interested in understanding how an Internet gaming standard would benefit the gaming industry at large. It is clear that there is significant overlap between what happens in the online and offline gaming segments.”

The committee will not be writing protocol standards, but examining the operator and supplier environment, technology and regulatory landscape to understand how common protocols might benefit all concerned.

The committee expects to report on its findings as early as this summer.

DeRaedt said, “This is a vital investigation, because Internet gaming holds a tremendous potential. We look forward to sharing our findings with the global gaming industry, further proving the crucial role GSA plays.”

**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. Established in 1998, GSA’s members represent a wide cross section of the global gaming industry. Follow GSA on Facebook, LinkedIn and Twitter.

GSA’s Game to System (G2S) Protocol has been named “Best Productivity-Enhancement Technology” by Global Gaming Business 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); International Game Technology (IGT); Konami Gaming Inc.; MEI; Seminole Tribe of Florida; SPIELO (an affiliate of GTECH LTO.MI); 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; BCLC; CashCode Company Inc.; Codere, S.A.; De Vocht Expert Services; DigiTech Systems Co., Ltd.; DR Gaming Technology Europe nv; FutureLogic, Inc; GameTech International; Gaming Laboratories International, LLC; Gaming Technologies Association; Giesecke & Devrient; GGS-US LTD; Global Gaming Research Center; Grand Vision Gaming, LLC; Harrah’s Entertainment; HERMES SoftLab; Intel Corporation (INTC); International Games System Co., Ltd; Intralot S.A. (INLr.AT); Las Vegas Gaming, Inc.; Loto-Quebec; Macao Polytechnic Institute; Manitoba Lotteries Corp.; MGM MIRAGE (MGM); Money Controls; MotorCity Casino; Multimedia Games, Inc. (MGAM); Multi-State



Lottery Association (MUSL); Nanoptix, Inc.; NCR Corporation (NCR); New Wave Automation; Nick Farley & Associates; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Oracle; Oregon Lottery; QALab; 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; Western Money Systems and Zest Gaming SpA. For more information, visit [www.gamingstandards.com](http://www.gamingstandards.com).

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