

STRATEGIC PLAN 2018

GAMING STANDARDS



A S S O C I A T I O N

Vision

To be the leading standards forum that creates value by facilitating innovation and efficiencies for the gaming industry.

Mission

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 standards to enable interoperability, innovation, education and communication for the benefit of the entire industry.

Values

We will operate with integrity, fairness and transparency. We believe that standards benefit our industry because they provide speed to market, innovation, value and extended useful life.

On behalf of the GSA Board of Directors, I want to say thank you to all our contributors for supporting GSA, *the* global platform for industry technical collaboration. We started with a simple vision and lots of tenacity and passion. Today we have created standards and tools that help drive innovation in the global gaming industry. Looking forward, there is much more work to be done, expanding education and understanding how technology will reshape the gambling industry.

PETER DERAEDT,
*President, Gaming
Standards Association*



STRATEGIC PILLARS

STANDARDS DEVELOPMENT	STANDARDS ADOPTION	INDUSTRY RELEVANCE
<ul style="list-style-type: none"> ▶ Stay focused on Online Standards development. Releasing at least one Standard in 2018 ▶ Ensure that new Standard releases include a certification process. Develop certification process for the TPI standard ▶ Participate in CEN TC 456 and the creation of a Regulatory Reporting Standard. Actively participate as part of an NSB ▶ Continue to maintain existing standards ▶ Release new Website 	<ul style="list-style-type: none"> ▶ Optimize the certification process for G2S - Identify best means to achieve practical certification ▶ Identify and remove impediments to G2S adoption ▶ Identify Operator integration issues through Operator interviews ▶ Provide a forum for Operators to discuss integration issues, by hosting Operator's Meeting 	<ul style="list-style-type: none"> ▶ Continue to grow GSA Europe through OGC licensing and membership in alignment to the 2018 EU budget ▶ Identify and communicate G2S valuable data elements and validate through interviews and use cases ▶ Identify the components of the specific GSA Standards that provide value for Operators and Regulators
	<div style="background-color: #333; color: white; text-align: center; padding: 5px;">FINANCIAL STABILITY</div> <ul style="list-style-type: none"> ▶ Implement GSA Licensing program for OGC standards and any other standards the board identifies as applicable ▶ Establish gaming training courses for in-class and continue to add on-line courses 	<ul style="list-style-type: none"> ▶ Create standard factsheets to educate Operators and Regulators ▶ Explore industry support for a technology event by establishing a BOD workgroup to assign personnel to put together an event description and to solicit targeted technology companies ▶ Seek to affiliate with European Center for Standardization (CEN) by submitting requisite forms

ONLINE GAMING STANDARDS: In Development / Research & Development

Third Party Interface (TPI)
 – A single open standard for establishing connectivity between a Remote Gaming Service (RGS) and an Internet Gaming Platform (iGP). This standard increases efficiency and reduces time-to-market for both content suppliers and operators and enables seamless interoperability between systems.

Regulatory Reporting Interface (RRI) – A single open standard for extracting and presenting RDS data from iGPs and RGSs. This interface supports real-time, near real-time and periodic data presentation methods irrespective of the final data repository.

Reporting Dataset Standard (RDS) – The creation of a complete set of data elements that fulfill all regulatory data reporting requirements of all regulatory authorities within European markets. This data is generated from iGPs and RGSs either in real-time or batched over a period of time. RDS is essentially what the European Committee for Standardization (CEN) is seeking to create via Technical Committee 456 “Reporting in support of supervision of online gambling.”

Online Services Interface (OSI) – A single open standard for establishing connectivity between online gaming services providers such as Payment Processors, Geo-location and Data Analytics systems, among others, and Internet Gaming Platforms (iGPs). This standard increases the efficiency and reduces time-to-market for both Operators and Services providers.

