

Gaming Standards Association's Responsible Gaming Initiative

MISSION STATEMENT



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.

GSA Develops Communication Standards

- GSA develops Communication standards designed specifically for the Gaming industry.
- GSA does not develop Regulatory standards
- GSA does not design gaming applications
- GSA does not write gaming software

- GSA is a non-profit standards setting organization established in May 1998
- GSA is an international organization of gaming manufacturers, suppliers and operators
- Who are we affiliated with?
 - Gaming Technology Association - Australia
 - Macau Polytechnic Institute
- How many members do we have?
 - A total of 68 members
 - 12 platinum, 16 Gold, 28 Silver
 - 8 Advisory, 4 Affiliate
 - 25% Operators

PLATINUM MEMBERS



NEW MEMBERS 2008



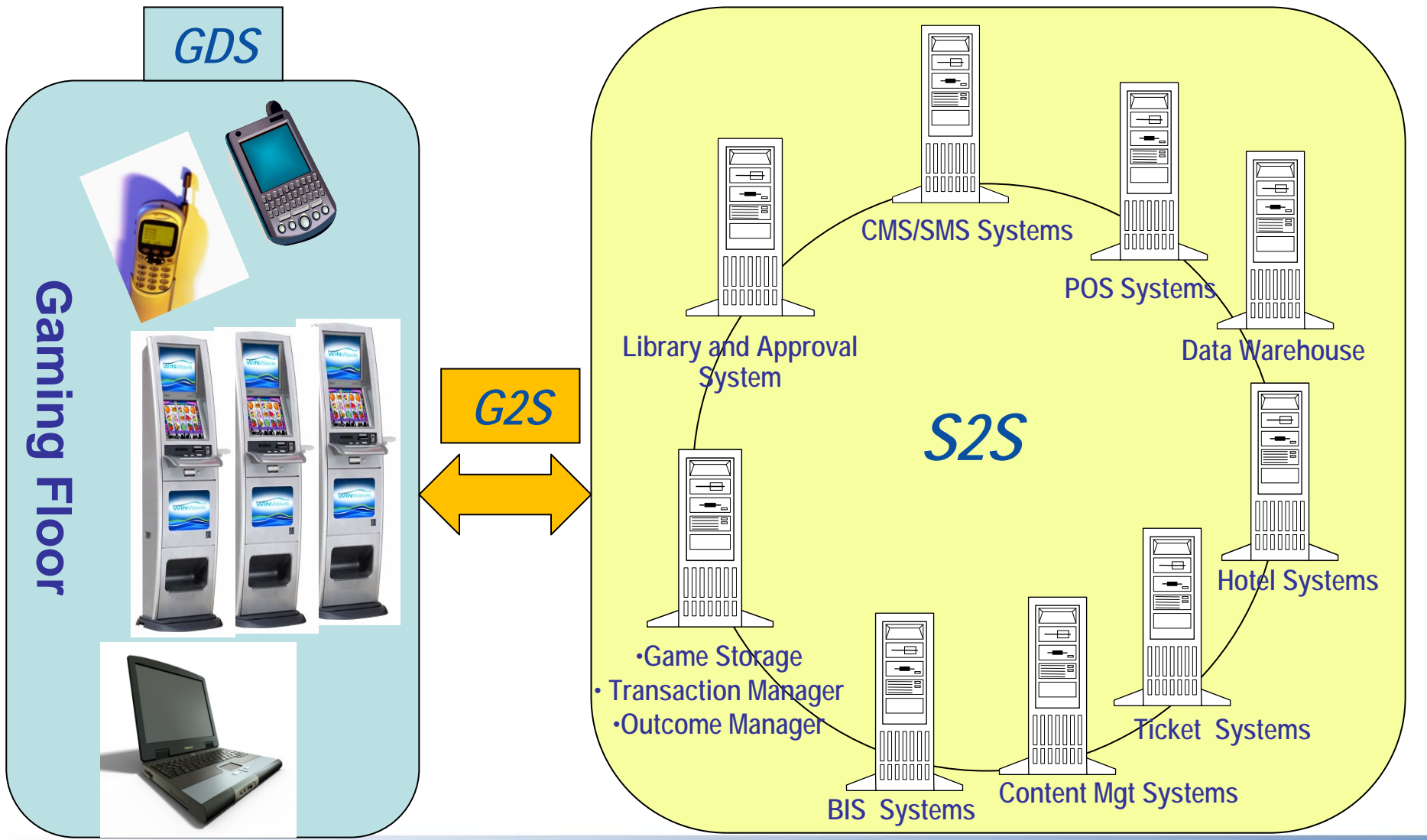
- Alberta Gaming and Liquor Commission (Canada)
- AMX (US)
- Euro Games Technology (Bulgaria)
- F2 Systems (Korea)
- Hydako (Japan)
- Intel Corporation (US)
- International Currency Technologies (Taiwan)
- Manitoba Lotteries Corporation (Canada)
- Nanoptix (Canada)
- NCR Corporation (US)
- New Wave Automation (US)
- Oregon Lotteries (US)
- SIQ (Slovenia)
- Technical Systems Testing (Australia)

NEW MEMBERS 2009



- Atlantic Lottery Corporation
- De Vocht Advisory Services
- Oracle
- TechLink Entertainment
- Tech Results

GSA Gaming System Architecture



- The Gaming Standards Association (GSA) is an organization dedicated to developing open communication standards for the gaming industry
- GSA's role In Responsible Gaming is to develop the communications infrastructure to support the responsible gaming requirements of our Members in specific, and for the gaming industry at large

- GSA has no stake and no interest in defining Responsible Gaming policy; that responsibility falls to the operators and regulators mandating the Responsible Gaming programs.
- GSA's Responsible Gaming Initiative is based on the idea that, from a communications standpoint, a common set of requirements can be developed that will satisfy the needs of Responsible Gaming Programs worldwide.

What is Irresponsible Gaming?

- The definition of Irresponsible Gaming varies widely from jurisdiction to jurisdiction
- A recent study determined that irresponsible gaming may be the result of other factors in a person's life (Rachel Volberg 2008)
- A US study by the NCPG (2008) determined that “83% believe that moral weakness” plays a part in the development of a gambling addiction
- The study also found that “68% believe controlling compulsive gambling is mostly a matter of willpower”

What is Responsible Gaming?

- The definition of Responsible Gaming varies from person to person and jurisdiction to jurisdiction
- The determination as to when someone is not acting responsibly also varies widely
- The determination as to what action to take when a person has been deemed to be acting irresponsibly also varies widely

What is Responsible Gaming



- Responsible Gaming is what the Administrator of a Responsible Gaming program determines it to be for their particular jurisdiction

- What is a Responsible Gaming Program
- In a very general form, a Responsible Gaming is a program designed to:
 - Minimize any harmful effects of gaming
 - Preserve the pleasurable effects and entertainment value associated with gaming.

- The Responsible Gaming Applications make up the RG program
- Applications are what you do with the data regarding Responsible Gaming and what actions you take as a result of the data.
- Applications also vary widely from jurisdiction to jurisdiction as a result of the varying program requirements

- Some of the methods/applications employed to develop a Responsible Gaming
 - Mandatory enrollment? Voluntary enrollment?
 - Personal Intervention?
 - Spending limits – Loss limits – Pre Commitment limits?
 - Game Play time limits?
 - Casino Visit Limits?
 - Disable games?
 - Notify player but allow continued play?
 - Exclude player?
 - Etc., Etc.

What do we agree on?

- Responsible Gaming programs are not designed for players with a gaming problem
 - Professional help is required for players that have gaming problems
- Responsible gaming programs are designed to assist players in not becoming irresponsible

What do we do?

- Look to successes of other Jurisdictions
- Is your jurisdiction different from the ones with existing programs
- Do you really need to re-invent the wheel?

Worldwide Requirements

- **Basic Requirements** for responsible gaming programs are very similar worldwide
 - A means must exist to identify the player
 - Players must be able to get information regarding their prior play displayed on the game
 - Players must have the ability to set play limits
 - Players must be able to “self exclude”
 - A means must exist to stop play

Communication Requirements are Very Similar Worldwide

- Player information – account number, name, address,
- Prior Play – yearly, quarterly, monthly, weekly, daily and “this session”
- Player limits –
 - Limits for time
 - Limits on spending
 - Must be able to change limits
 - Must be able to request limit status – how much is left before limit is reached

Communication Requirements (cont)

– Self Exclusion

- Must support periods of up to 1 year
- Must support exclusion intervals, exclusion days, exclusion months
- Must support inter-jurisdictional exclusion

– Must be able to stop play

- Must support “on demand”
- Must support “self exclusion” and play limits

From a communications point of view, there can be a single set of criteria that will satisfy all the requirements for responsible gaming programs world wide

GSA Global Gaming Initiative

- GSA will provide the communication infrastructure capable of transferring the identified responsible gaming information
 - Communications commands will exist – get player limits, get player prior weekly play, etc.
 - Specifications for information will exist – Monthly prior play, weekly prior play, yearly play limit, etc.
- GSA will provide a list of certification requirements to provide a means to request that specific capabilities be implemented

- All the RG requirements will be optional in the GSA protocols
- The RG functions will be broken into logical functional groups
- Each functional group will be a certification/implementation item
- By choosing one or more functional group of communication capabilities, the communications requirements for any RG program may be met.

GSA Responsible Gaming

- GSA's RG checklist provides the flexibility needed with a single set of communication capabilities

RG Checklist	
<input checked="" type="checkbox"/>	Player Limits
<input type="checkbox"/>	Limits on Play Time
<input checked="" type="checkbox"/>	Limits on Money In
<input checked="" type="checkbox"/>	Player Reminders
<input type="checkbox"/>	Card Required for Play
<input checked="" type="checkbox"/>	Cross Jurisdictional
<input checked="" type="checkbox"/>	Etc., Etc., Etc.

- Questions?

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