

# **Canadian Cross Jurisdictional Collaboration on Game Technology**

**Canadian Gaming Conference,  
Calgary April 27, 2010 9:00-9:50am**

## Session Abstract

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Canadian gaming jurisdictions have been working to improve collaboration on game technology through the development of common architecture and standards, identifying enabling technologies and working more closely with vendors and the Gaming Standards Association. This session will provide an update on the progress to date and facilitate discussion between panellists and delegates.

# Agenda

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## Environment and Drivers

Timeline, Membership and Mandate

Current and Future State Architectures

Key Deliverables and Results

Proposed Mandate and Deliverables

Questions

## Environment

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- Prior period of significant and rapid growth
- Entering a period of reduced growth
- Aging technology and challenges
- Internet technologies and gaming growth around world
- Increasing focus on the use of data analytics
- Integration technology maturity
- Responsible gaming

## Business Drivers

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- Responsible Gaming
- Unified Player View
- Entertainment and Social Gaming
- Changing Demographics
- Cost Containment Strategies
- Revenue Optimization
- Flexibility, integration and Speed to Market
- Vendor and Product Landscape

## Technology Drivers

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- **Openness and industry standards – including the move to common business and technology architecture**
- **Integration and Event Driven Architectures and their enabling technologies (ESB)**
- **Newer generation analytic tools**

# Agenda

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Environment and Drivers

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# Original Mandate of the Architectural Technical Subcommittee ....

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Collaborative forum of Canadian Gaming Jurisdictions to:

1. Determine the commonality among all jurisdictions with respect to Business and Technology Architectures

**Deliverable: Common Business Component Model, Information Model, Technology Model Status - completed**

2. Use common architectural components to accelerate adoption of Canadian jurisdictional requirements and change software and systems to realize benefits of the commonality with lower costs, increased speed and component selection

**Deliverable: Meetings with Vendors to review alignment to common models Status - Completed**

3. Forum to allow enabling technologies to be discussed and develop standardization.

**Deliverable: Education Sessions on enabling technologies and eventually jurisdictional standards Status – operating**

## Timeline

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- Cross Canada Working group – initial meeting April 2008
- Architectural committee mandate developed summer 2008
- Calgary Business Capability Model Review August 2008
- Architectural Workshop #1 Toronto October 2008
- Vendor Review and direction November 2008
- GSA OAC engagement November 2008 ( Jeff Wyton – Chair)
- Consultant search – Spring 2009
- Scott Norman elected to BoD of GSA – Spring 2009
- Architectural Workshop #2 Kamloops – June 2009
- Architectural workshop #3 Winnipeg – September 2009
- Final Review – Architectural deliverables – February 2010

## Membership

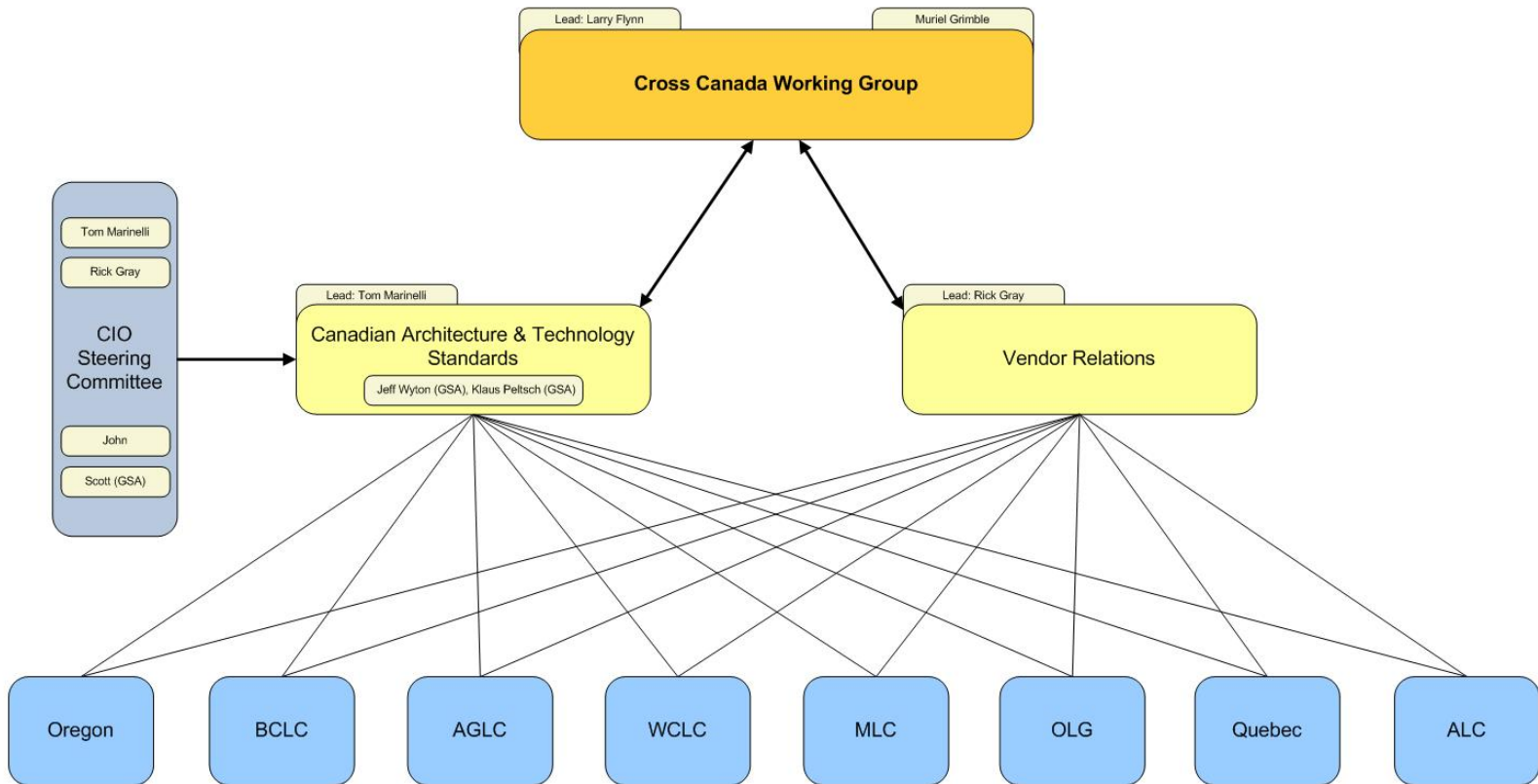
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- ALC ( Atlantic)
  - AGLC (Alberta)
  - BCLC ( British Columbia)
  - MLC ( Manitoba)
  - OLG (Ontario)
  - OSL ( Oregon)
  - SLGA (Saskatchewan)
  - WCLC ( Western Canada)
  - LQ ( Quebec)
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- Total slots > 50,000, total VLT's > 36,000, total Lottery terminals > 25,000
  - Other devices > 6,000
  - Grand Total > 120,000 gaming units

# Governance Structure

## Canadian Cross Jurisdictional Committee Structure & Governance

April 2010



# Agenda

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Environment and Drivers

Mandate, Timeline and Membership

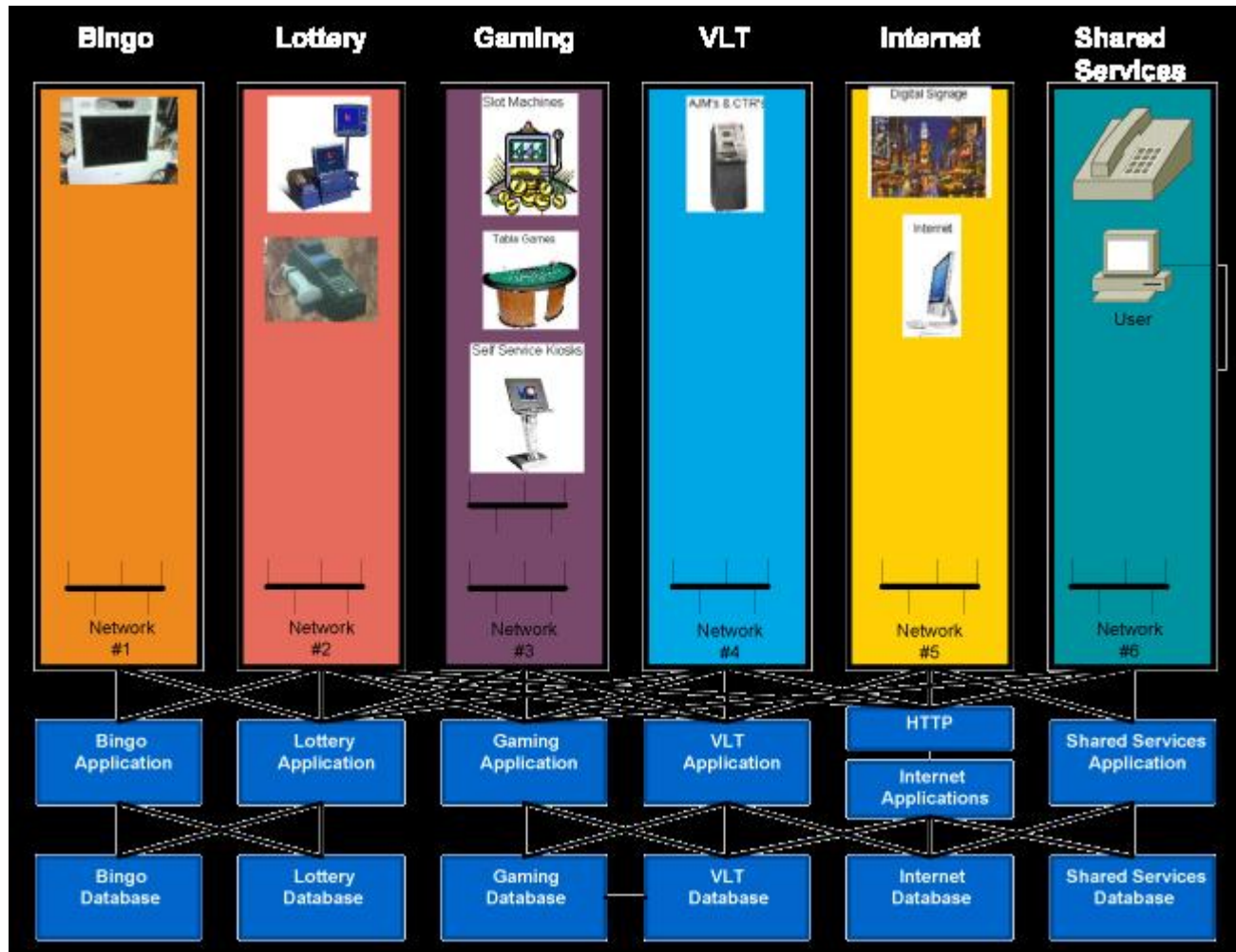
Current and Future State Architectures

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# Current State Architectures



## Drivers combined with current state ...

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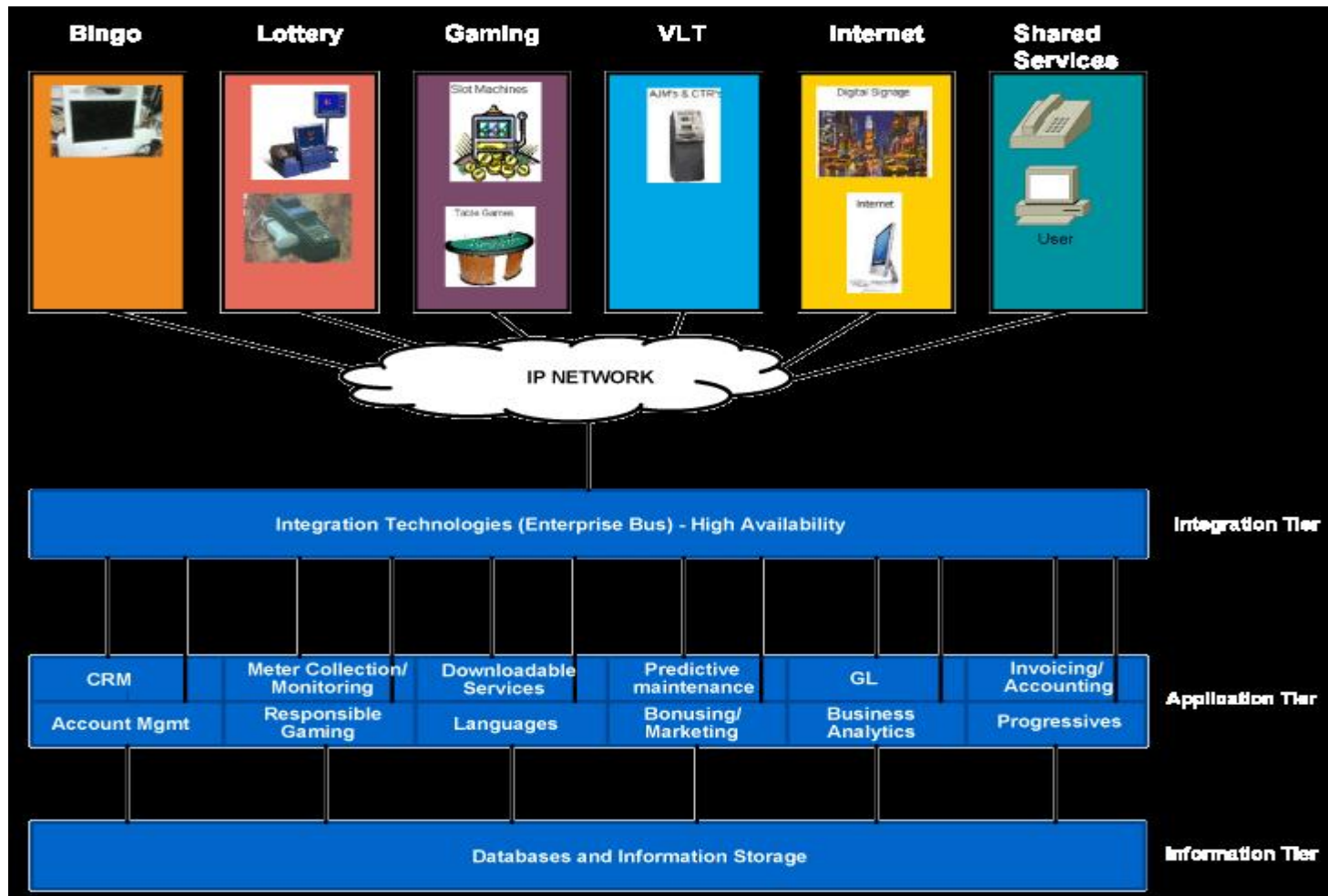
- Many poorly integrated systems with multiple vendors, significant complexity and functionality duplication
- Enterprise operations but operated in silos
- Legacy systems and applications
- Access to information not keeping up with needs
- Not well positioned for cross jurisdictional initiatives
- Speed of delivery not aligned with rate of change
- Point to point connections keep growing
- Changes to existing functionality necessitates significant certification/testing costs
- Can't access best of breed solutions

## Inputs for the Future State Architecture

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- Current State
- Business drivers, process drivers, technology drivers
- Integration vendors, methodologies and experiences
- Common Business Capability model ( Calgary meeting )
- Other business verticals
- Research services – Gartner, Burton and Forrester

# Future State Architecture



# Agenda

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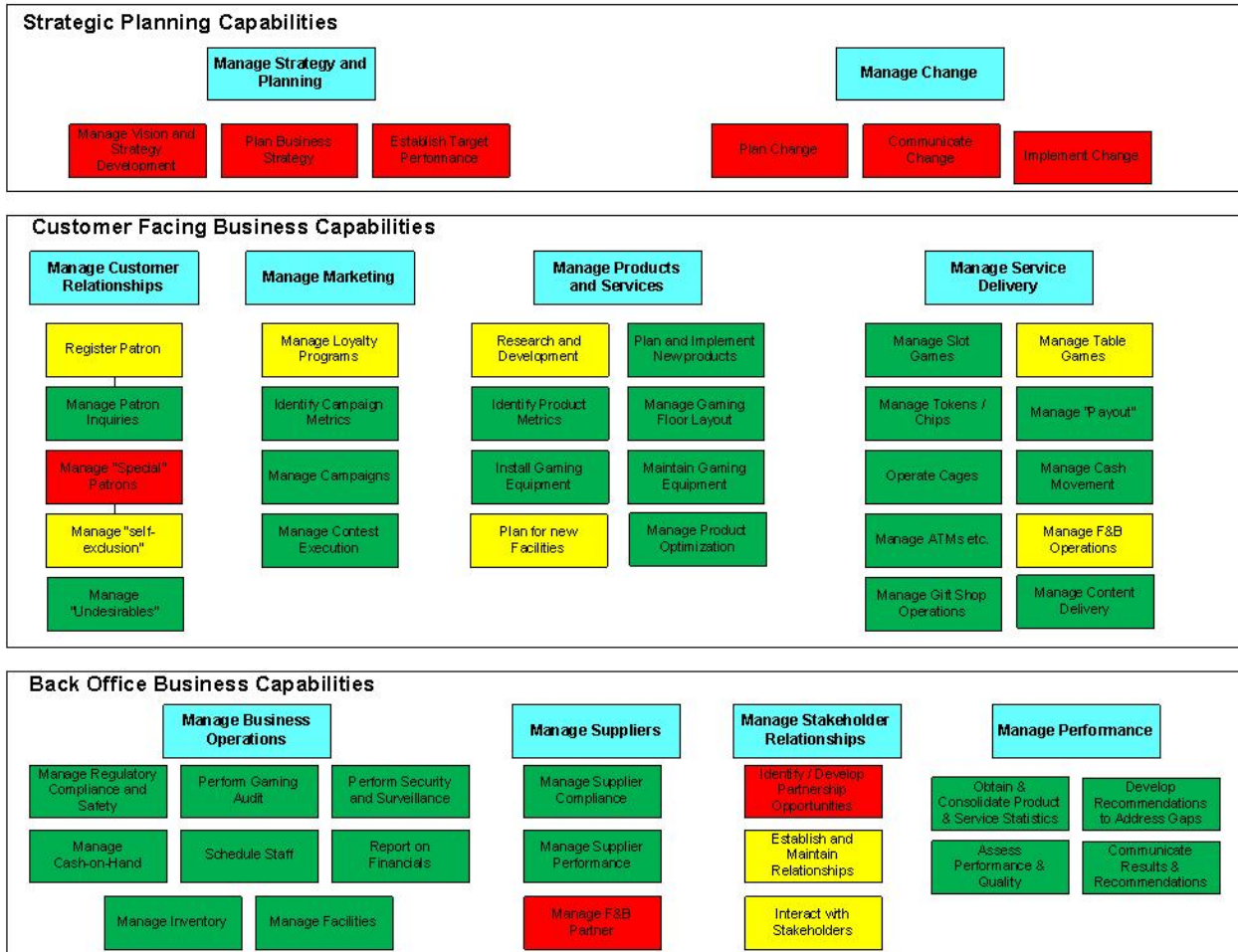
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# Common Business Capability Model Sample

Date: 05/08/2016 16:37



## Associated Architectural Deliverables

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- Documents completed
  - CCJG Gaming Business Capability Model and diagram (**Version 1.0**)
  - CCJG Gaming Application Architecture (**Version 1.0**)
  - CCJG Gaming Application Function Model and diagram (**Version 1.0**)
  - CCJG Gaming Business Information Model and diagram (**Version 1.0**)
  - CCJG Gaming Scenarios (V0.5)
  
- Documents that have not been modified to a common view, but have been included for a better overall understanding of the future environment.
  - CCJG Corporate Services Business Capability Model and diagram (V0.2)
  - CCJG Corporate Services Application Function Model and diagram (V0.1)
  - CCJG Corporate Services Business Information Model and diagram (V0.1)
  
  - CCJG Technology Architecture diagrams (V0.1)
  - CCJG Enterprise Technology Framework (v0.1)

## Other Results from the mandate

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- Collaborative work – including GMS RFP ( BCLC and OLG), multilane and other areas
- Adoption of Integration technologies (Enterprise Service Bus)
- Membership in Operators Advisory Committee and board of GSA
- Standards progress in three important areas – wide area networking, responsible gaming and player user interface
- Two co-coordinated communications with vendors
- Gap analysis with current state vendor solutions and future state architecture

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## Proposed Updated Mandate

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Collaborative technical forum of Canadian Gaming Jurisdictions to:

1. Develop a common standards development process and the standards. Document the process and governance structure and technology standards framework.

**Deliverable(s): The common standards process, standards development plan and the recommended standards. Identification of technology components for strategic procurement.**

2. Provide guidance and input to appropriate GSA committee to change the standards in the gaming industry.

**Deliverable(s): Existing Canadian standards aligned with the GSA and industry submissions**

3. Identification of projects for cross jurisdictional participation

**Deliverable(s): Recommendations for cross jurisdictional initiatives and approach**

## Proposed Updated Mandate - Continued

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4. Forum to keep architectural framework current

**Deliverable: Annual updates to the shared future state architectural artifacts through the cross jurisdictional repository**

5. Forum to review and discuss enabling technologies

**Deliverable: Education and information sessions on enabling technologies**

6. Forum to plan and develop cross jurisdictional services aligned with the enterprise bus structures

**Deliverable: Cross Canada services catalog and integration patterns**

# Questions

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