

Gaming Standards Association playing Major Role in Macao Gaming Show and Summit

Las Vegas (November 13, 2014) – The Gaming Standards Association (GSA) is playing a major role in the upcoming Macao Gaming Show and Summit, which takes place November 18-20 at the Venetian Macao. GSA is a co-organizer of the Summit, which is the conference section of the show.

GSA President Peter DeRaedt is a featured speaker at the Summit and will address the topic “The Impact of the Pace of Change on the Gaming Industry.”

DeRaedt said, “I am a strong believer in and supporter of the Macao Gaming Show and Summit. This event will provide attendees with a tremendous opportunity to hear what top gaming experts have to say about latest regulatory issues, hottest growth areas for gaming in Asia, gaming best practices and online gaming. This is an important event, and GSA encourages our global membership to attend.”

GSA has a long history in Macao. In 2010, GSA founded a working agreement with the Macao Polytechnic Institute (MPI) to educate the industry’s next generation of engineers specially trained on GSA standards.

“Our partnership with MPI has enabled the Institute to produce new graduates who have an in-depth understanding about the intricate technical aspects of the gaming industry. MPI’s work has led to immediate employment of the current students by operators in Macao,” DeRaedt said.

Additionally, the Macau Gaming Equipment Manufacturers Association is a GSA Affiliate Member.

Macao Gaming Show (MGS) is the first major gaming show in Macao organized by Macao. It is the gathering place for global gaming professionals eyeing the fast growing Asian gaming market.

The Macao Gaming Summit is the conference that is held together with MGS. More information is available at „www.macaogamingshow.com“:<http://www.macaogamingshow.com>.

Established in 1998, GSA's members represent a wide cross section of the global gaming industry.

Global Gaming Business Magazine named GSA's Game to System (G2S) Protocol the "Best Productivity-Enhancement Technology." Casino Journal magazine named it one of the "Top 3 Most Innovative Products" and Casino Enterprise Management put it on the list of "Top 10 Slot Floor Technologies."

Platinum members include: Alberta Gaming & Liquor Commission; Aristocrat Technologies Inc.; Bally Technologies, Inc. (BYI); GTECH; International Game Technology (IGT); Konami Gaming Inc.; Ontario Lottery and Gaming Corporation; Playtech, (PTEC.L), Scientific Games International (SGMS), and Sega Sammy Creation, Inc.

Other members include: 3M; Ainsworth Game Technology Inc.; American Gaming Systems; Amtek; APOLLO GAMES; Appolonia; Atlantic Lottery Corporation; Austrian Gaming Industries GmbH; BMM Testlabs; British Columbia Lottery Corporation (BCLC); Casinos Austria; ComTrade Gaming; Crane Payment Innovations; eBet Gaming Systems Pty, Ltd.; eCash Pty Ltd.; European Casino Association; FortuNet, Inc. (FTNT); Four Winds Interactive; FutureLogic, Inc.; Gamblit Gaming, LLC; Gaming Laboratories International, LLC. (GLI); Gaming Technologies Association; Gauselman GmbH; Grand Vision Gaming; Greentube I.E.S. GmbH.; Intralot S.A. (INLr.AT); Inspired Gaming Group Ltd.; Interblock-USA; Isle of Capri Casinos, Inc. (ISLE); JCM Global; Jumbo Technology Co. Ltd; Loto-Québec; LT Game; Macao Polytechnic Institute; Macau Gaming Equipment Manufacturers

Association; Manitoba Liquor & Lotteries; Maxgaming; Multimedia Games (MGAM); Multi-State Lottery Association; Nanoptix, Inc.; Nidec Sankyo Corporation; NRT Technology Corporation; Oregon Lottery; Ortiz Machine Company, LLC; Penn National Gaming, Inc. (PENN); Radical Blue Gaming; Random Consulting; RAY; Reel Time Gaming; Seminole Tribe of Florida; Techlink Entertainment International Ltd.; Transact Technologies Incorporated (TACT); U1 Gaming; UNLV International Gaming Institute; Video Gaming Technologies, Inc.; Western Canada Lottery Corporation.