

Macao Gaming Show closes on 2015 with eyes wide open for 2016

“The greatest platform for Macao Gaming Show to move forward to the next level,” is how Jay Chun, Chairman of the all-important trade association MGEMA, described the 2015 MGS which closed today at The Venetian.



Jay Chun opening the Macao Gaming Show 2015

Gaming and leisure professionals from throughout the world, including representatives from every continent, attended the 3rd edition of the Macao Gaming Show which this year drew in a record total of 138 exhibitors on the showfloor, plus additional companies in its special zones from France, South Korea and Macau. The 2015 MGS occupied a record breaking 12,000 sqm of stand space – nearly 20 percent larger than last year – to establish itself as one of the top three independent exhibitions in the Macau SAR.

Reflecting on the exhibition, Jay Chun said: “The Macao Gaming Show has made a significant step forward this week. The show has signalled its intent to grow in numbers and expand in sectors, and the positive response from all the exhibitors and visitors suggests that MGS must continue with its vision

through 2016 and beyond.”

He continued: “This week’s show saw major innovations on the floor from both the gaming and entertainment sectors; key product launches across the board; a strong input from the Macau concessionaires and the local business community; an increasing overseas contingent; and notable commitments to sign up for 2016. Equally important is the impression MGS and the Macao Tourism and Culture Summit left on our key partners at the Macau SAR Government. MGS 2015 proved that Macau can really make its mark on the international stage through both quality trading opportunities and ideas and debate that will drive the industry forward.”

Reinforcing the role of the MGEMA and its crucial work in pushing the Macao Gaming Show forward, Jay Chun continued: “MGS has reinforced its unique position as a key driver in our industry: we have confirmed our status as the only show that is truly representative of the Asian gaming industry and that it has the credentials, quality and vision to move this on to the next level. Our task – which starts immediately – is to build on the success of 2015 and push forward with the show’s development as one of the world’s ‘must attend’ gaming events.”

The 4th edition of the Macao Gaming Show will be held at the Venetian on 22-24 November 2016.

For more information on 2015 Macao Gaming Show and the associated Macao Tourism and Cultural Summit, visit www.macaogamingshow.com