

ANNUAL MEETING 2014

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



BOARD OF DIRECTORS - 2014

Adrian Marcu

IGT

Chairman

Walt Eisele

Bally Technology

Vice – Chair

Rick Gilhuly

Manitoba Lotteries

Secretary

Mark Pace

WMS Gaming

Treasurer

Jeanne-Marie Wilkins

Isle of Capri Casinos

Rachel Barber

GTECH

Keith Wood

Aristocrat Technologies

Klaus Peltsch

Ontario Lottery & Gaming Corp

Syed Hussain

Oregon State Lottery

Tom Beauchamp

Penn National Gaming

Shay Segev

Playtech

PLATINUM MEMBERS





Apollo Soft

eBET Gaming Systems

eCash Pty Ltd

Greentube

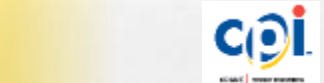
Interblock

LT Game

**Macao Gaming Equipment
Manufacturers Assn**

Playtech

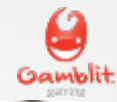
Reel Time Gaming



bmm testlabs



randomconsulting

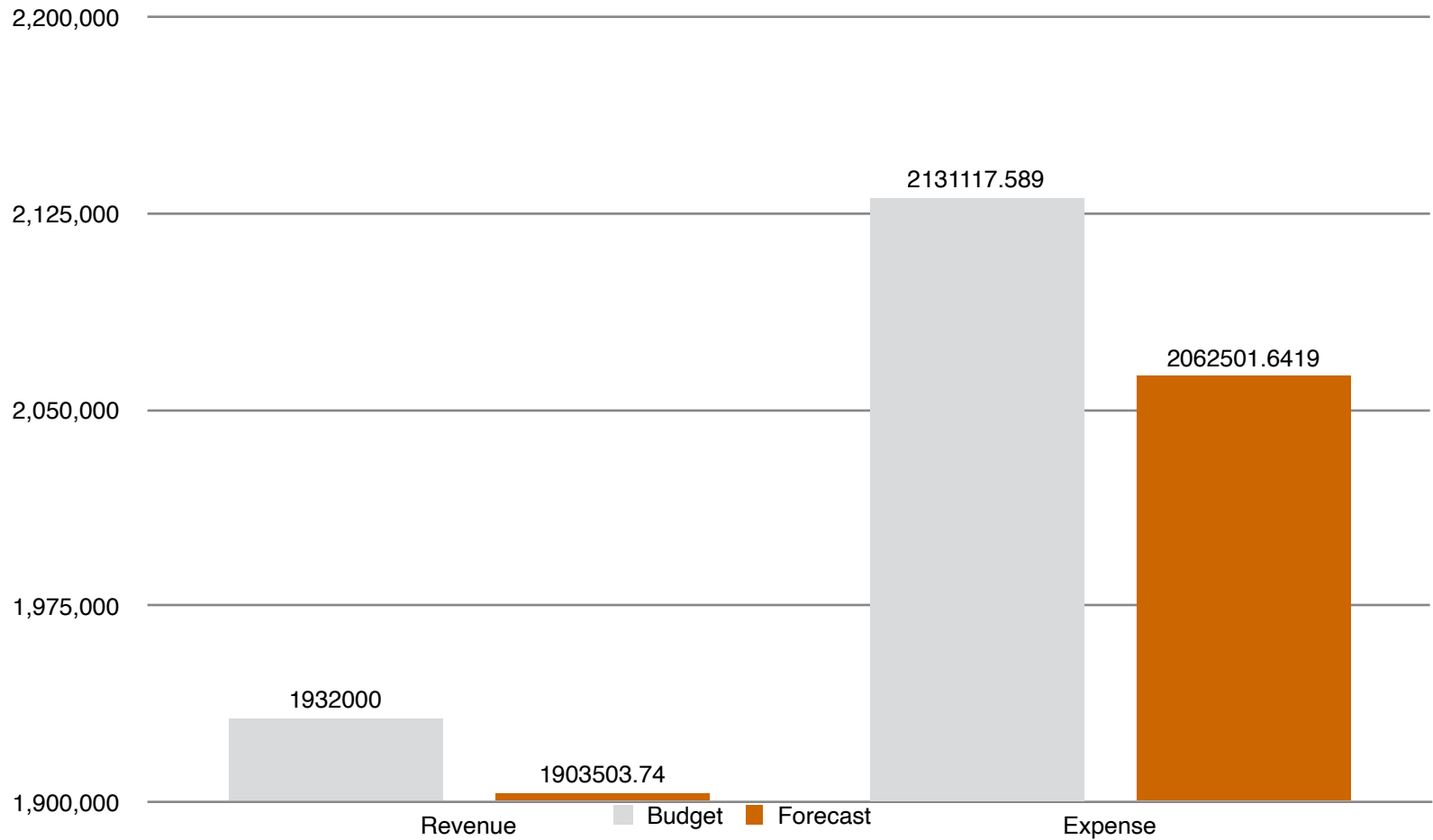


AGENDA



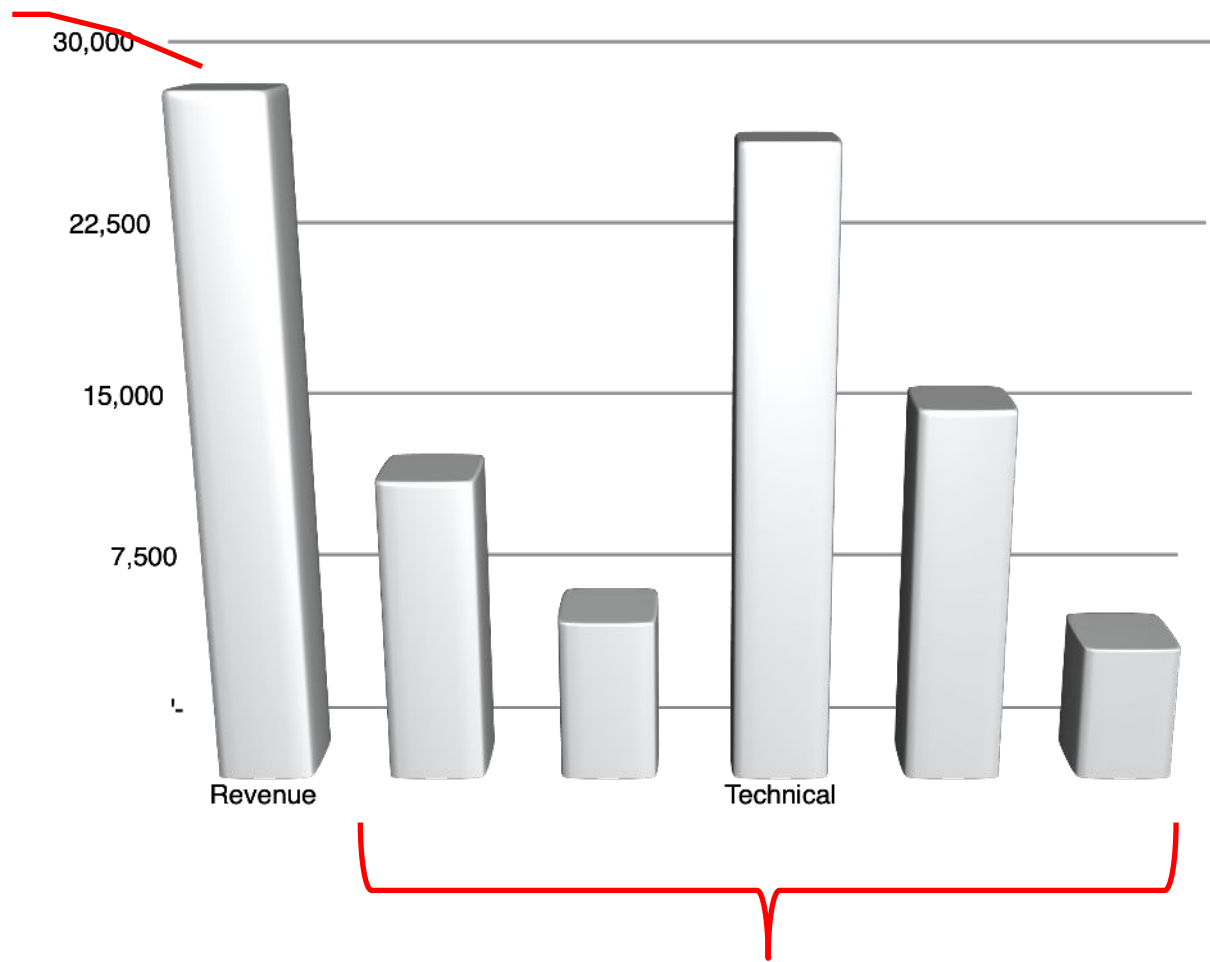
- ✓ **Financial Report**
- ✓ **2014 Update**
- ✓ **2015 Priorities**
- ✓ **Guest Speaker**

2014 Budget Vs Forecast



Variance Details

\$28,496 Revenue shortfall



\$68,616 Total expense savings

STRATEGIC PLAN 2012 – 2017

Key Areas of Focus

- **STANDARDS DEVELOPMENT**
 - We will develop and manage technical standards for the gaming industry
- **STANDARDS ADOPTION**
 - We will work with the gaming industry stakeholders to ensure the adoption of standards
- **INDUSTRY RELEVANCE**
 - We will continue to build on our well recognized brand among gaming industry stakeholders and associates
- **FINANCIAL SUSTAINABILITY**
 - We will continue to run an effective not-for-profit organization ensuring sufficient reserve funds to support our strategy



2014 ACHIEVEMENTS

Building Relationships

Ongoing Discussions With Regulators

- IAGR, NTGCR, NAGRA, US Regulators
- Facilitated Historic Dialogue in Europe



2014 ACHIEVEMENTS

Building Relationships

20 Conferences And Tradeshow In 7 Countries

Educated

- LT Games, Macau
- Macau Polytechnic Institute
- Playtech, Estonia
- Club New South Wales, Australia (scheduled)

GSA TOOLS



G2S Certification Verification Tool (CVT)

- EGM Compliance Tester Nov. 2014
- Host Compliance Tester July 2015
- EGM Certification Tester April 2016
- Host Certification Tester Nov. 2016

GDS toolkit

- Note Acceptor, Printer, Card Reader,
Coin Hopper, Coin Acceptor

SAS toolkit

Did You Know?

GSA FACTS



- **Over 192,000 EGMs Support G2S**
- **Over 145,000 EGMs Support GAT Remote Compliance Verification**
- **Over 1000 Systems Offer Some Level Of Support For G2S**



GLOBAL REACH

The Companies That
Have 70% Of The
Global Market Place
Support G2S!

- ✓ GSA Standards Are Deployed in 76 Countries
- ✓ Greece Has Stipulated the GSA Standard for 35,000 VLTs
- ✓ Club-NSW, Australia, Selected G2S To Monitor 95,000 EGMs

A hand in a grey sleeve points towards a glowing, rounded square interface element. The background is dark with several light grey squares floating in the air, suggesting a futuristic or digital environment.

The Player User Interface Story

Kerry Wolfe- Chairman Operators Advisory Committee

Ethan Tower – Protocol Director



COMMITTEE UPDATES

Your Leadership Team!

Committee	Chair	Vice Chair
OAC	Kerry Wolfe (Manitoba Lotteries)	Brian Macsymbic (AGLC)
CIC	Dennis Kleppen (IGT)	Jim Hunt (Bally)
S2S	Kevin Higgins (IGT)	Murali Venkataraman (Sci Games)
G2S	Ram Reddy (Bally)	Kevin Higgins (IGT)
GDS	Pat Gustafson (WMS)	Abdul Ali (Aristocrat)
XPT	Erik Petersen (IGT)	Dale Buchholz (WMS)
OGC	Asaf Doran (Playtech)	Klaus Peltsch (OLG)
PUI	John Taylor (Gtech)	Dale Buchholz (WMS)



System-to-System (S2S)

- Finished alignment with G2S.
Progressive, Bonus, Handpay, Voucher and WAT.
- Updated S2S to allow WebSockets and binary XML (EXI).
- Created new classes for managing mystery jackpots and progressive displays.
- Improved download and software authentication processes.
 - Network GAT specification based on HTTP and REST.
 - Package Manifest File Format that standardizes the way software is delivered download managers.
 - Trusted GAT Results File Format that standardizes the way expected GAT results are delivered to trusted sources.



Game-to-System (G2S)

- Updated G2S to allow WebSockets and binary XML (EXI).
- Produced extensions to meet evolving business needs:
 - Multiple ID Readers,
 - Illegal Door Open Events,
 - Clearance Meters,
 - Stand-Alone Progressive Controllers,
 - Mystery jackpots.
- Worked on standard simplification



Transport (XPT)

- Aligned requirements with changes to underlying standards:
 - HTTP, TLS, PKI, etc.
- Created a new WebSocket transport as an alternative to SOAP.
- Created a new Transport Negotiation specification.

Gaming Device Standards (GDS)

- Developed a new Firmware Manifest File Format for integrating firmware updates into the download process.
- Provided clarifications and corrections



Player User Interface (PUI)

- Focused on the requirements for the Player User Interface
 - Control of the PUI Windows: G2S
 - Communications with the EGM: EMDI
 - Security of communications with 3rd party applications: Transport
 - Environment in which Content Executes: PUI Standard
 - PUI Templates.
 - HTML and Flash requirements.
 - Browser isolation requirements.



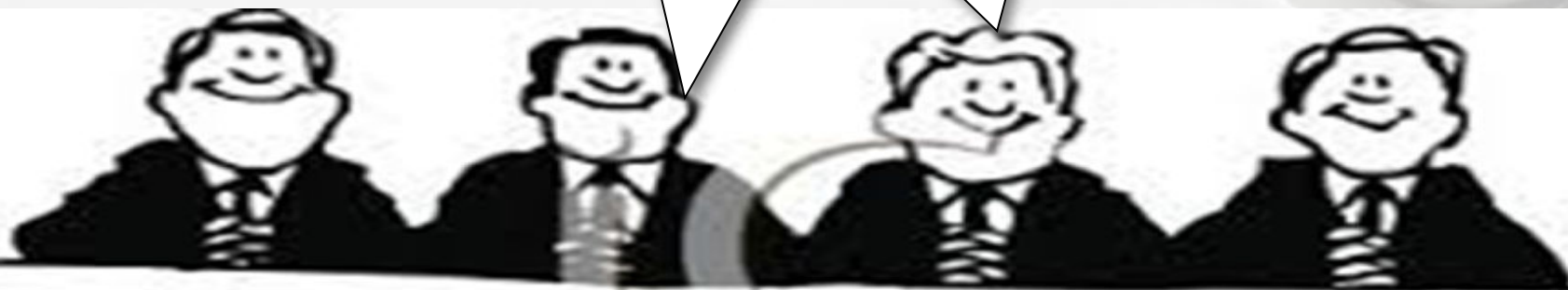
Online Gaming Committee (OGC)

- Focused on standards for online gaming
 - Third-Party Game Interface
 - Central Monitoring Standard
 - External Interfaces – Geo-location, Payment Processors, etc.
 - Brick & Mortar Interfaces – Player Tracking, Promotions, etc.



Hot News

Next Release Of
S2S, G2S, Transport, GDS, And
PUI Planned For April 2015!
First Online Gaming Standard!



COMMITTEES

2015 PRIORITIES

- **Finish What We Started**
- **Increase**
 - **Adoption**
 - **Implementation**
 - **Commercialization**
- **Increase Funding**



Critical Listening Posts

- Regulatory Advisory Committee
- Operator Advisory Committee
- GSA Advisory Board



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



16 Years Of Support By GSA **Platinum** Members



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

Since 1998 More Than 180 Member Companies Have Participated In GSA

Current

GOLD

Members



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

1,573 Volunteers Have Contributed Their Time And Expertise Since 1998

Current

SILVER

Members



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

TO CREATE AND MANAGE THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

Current

BRONZE

Members



Affiliates



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



Who is GSA Today?

68 professionals driving your technical standards!

13 Board Members

Jeff Wyton	AGLC
Keith Wood	Aristocrat
Walt Eisele	Bally
Rachel Barber	GTECH
Adrian Marcu	IGT
Jeanne-Marie Wilkins	IOC
Rick Gilhuly	MLLC
Klaus Peltsch	OLGC
Syed Hussain	OSL
Tom Beauchamp	Penn
Shay Segev	Playtech
Mark Pace	SG / WMS

7 Staff Members

Peter DeRaedt

- President

Michelle Olesiejuk

- Executive Director

Lisa Rodriguez

- TECH PROJ MGR

Sharon Walters

- MARKETING MGR

Ethan Tower

- **PROTOCOL DIRECTOR**

Oscar Salgado

- TECHNICAL WRITER

Jeana Hines

- TECHNICAL WRITER

8 Committees 48 Participants

Certification & Interoperability	CIC
Game To System	G2S
System To System	S2S
Gaming Device Standards	GDS
Player-User Interface	PUIC
Transport Committee	XPT
Online Gaming Committee	OGC
Operator Advisory Committee	OAC

Stop The Chaos!

1998



45 Different Protocols!

2014



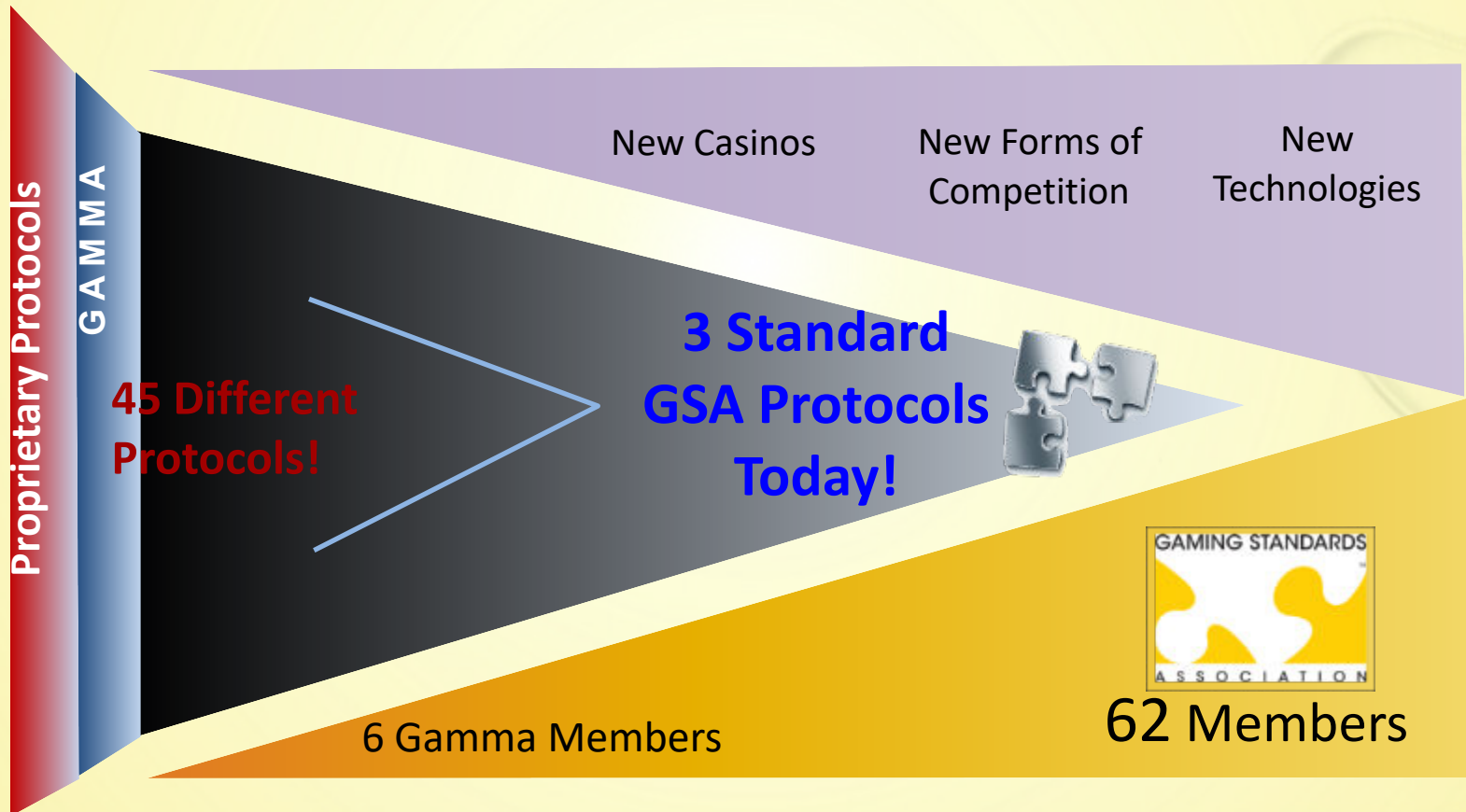
**3 Standard
Protocols
Today!**



GSA Supports Industry Growth

1998

2014



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



... But the Growth and Need Continues

1998

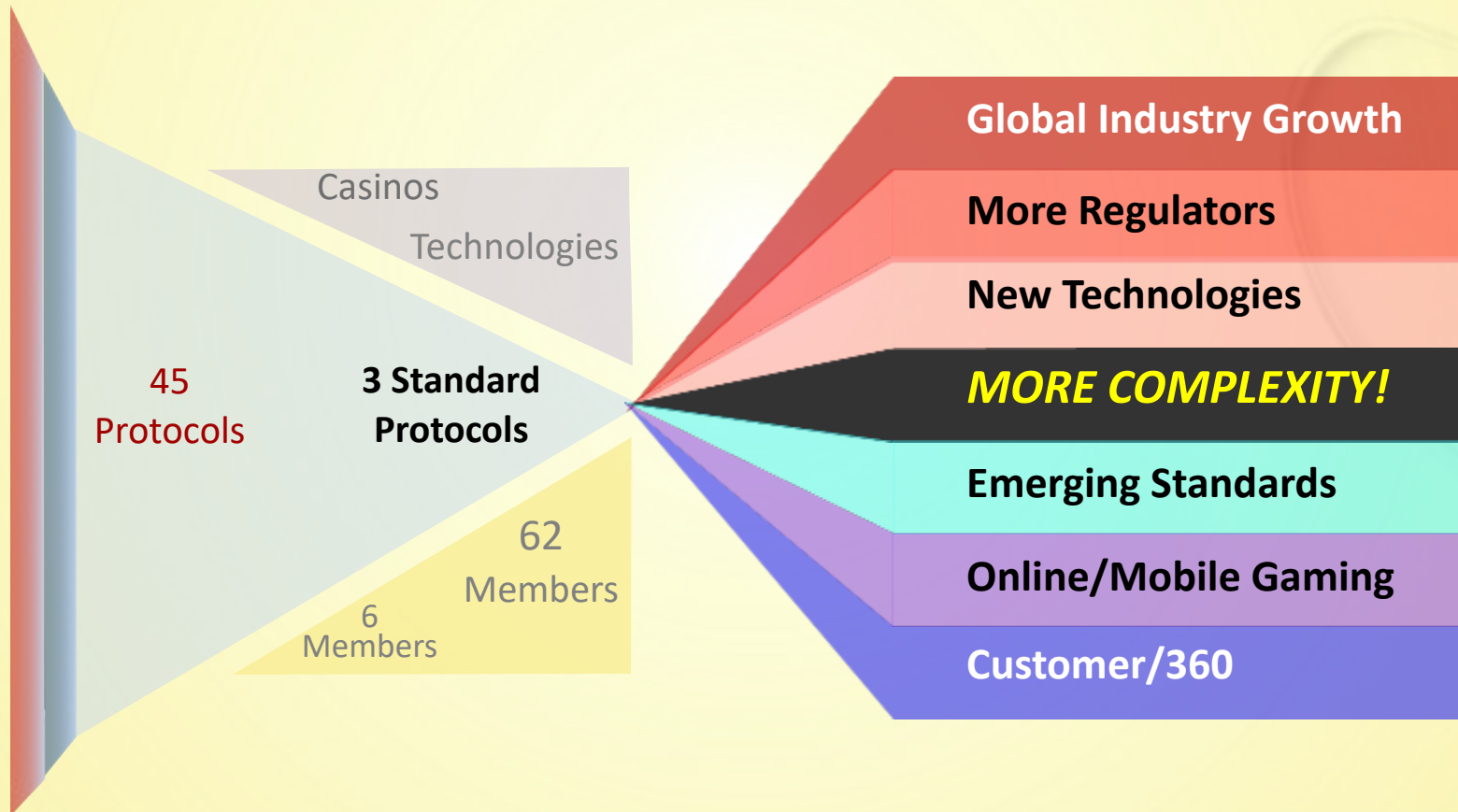
2014

2015

2016

2017

2018 ...beyond



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

**Physician
Heal Thyself!**



ANNUAL MEETING 2014

Let's Keep Building!

