



EUROPEAN UPDATE MEETING 2015

Vienna, Austria





Peter DeRaedt - President

WELCOME

≡≡≡ **AUSTRIAN** ≡≡≡
GAMING INDUSTRIES

NOVOMATIC GROUP OF COMPANIES

THANK YOU FOR HOSTING

PLATINUM MEMBERS





CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



GSA Europe Update Meeting 2015 Vienna, Austria



GSA HISTORY

- **Incorporated in 1998 in CA, USA**
- **Received 17 years of support by GSA Platinum members**
- **To date more than 180 member companies have participated**
- **More than 1573 volunteers have contributed their time and expertise**
- **We create and manage the standards that drive the industry**

THE GSA TEAM

- **Peter DeRaedt – President (17 years)**
- **Michelle Olesiejuk – Executive Director (13 years)**
- **Ethan Tower – Technical Director (12 years)**
- **Lisa Rodriguez – Technical Project Manager (11 years)**
- **Oscar Salgado – Documentation Manager (2 years)**



WHO IS GSA TODAY?

63 professionals driving your technical standards!

10 Board Members

David Oh	AGLC
Roman Czubak	AGI
Keith Wood	Aristocrat
Adrian Marcu	IGT
Jeanne-Marie Wilkins	IOC
Kevin Trombo	MLLC
Klaus Peltsch	OLGC
Syed Hussain	OSL
Mark Pace	SG
Byron Bridger	ALC

5 Staff Members

Peter DeRaedt

- President

Michelle Olesiejuk

- Executive Director

Lisa Rodriguez

- TECH PROJ MGR

Ethan Tower

- **PROTOCOL DIRECTOR**

Oscar Salgado

- 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

CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



STOP THE CHAOS!

1998



45 Different Protocols!

2015



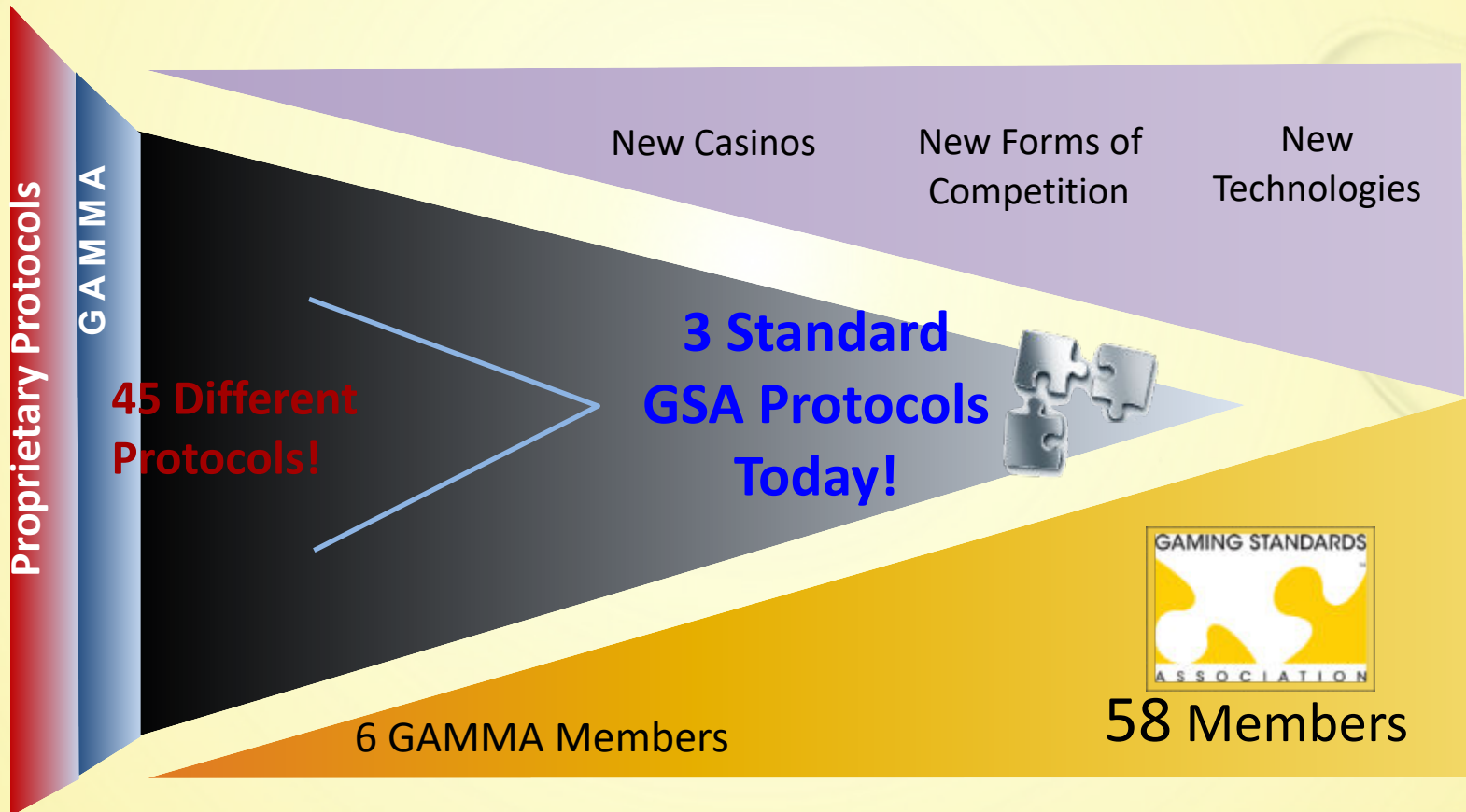
**3 Standard
Protocols
Today!**



GSA SUPPORTS INDUSTRY GROWTH

1998

2015



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY



... BUT THE GROWTH AND NEED CONTINUES

1998

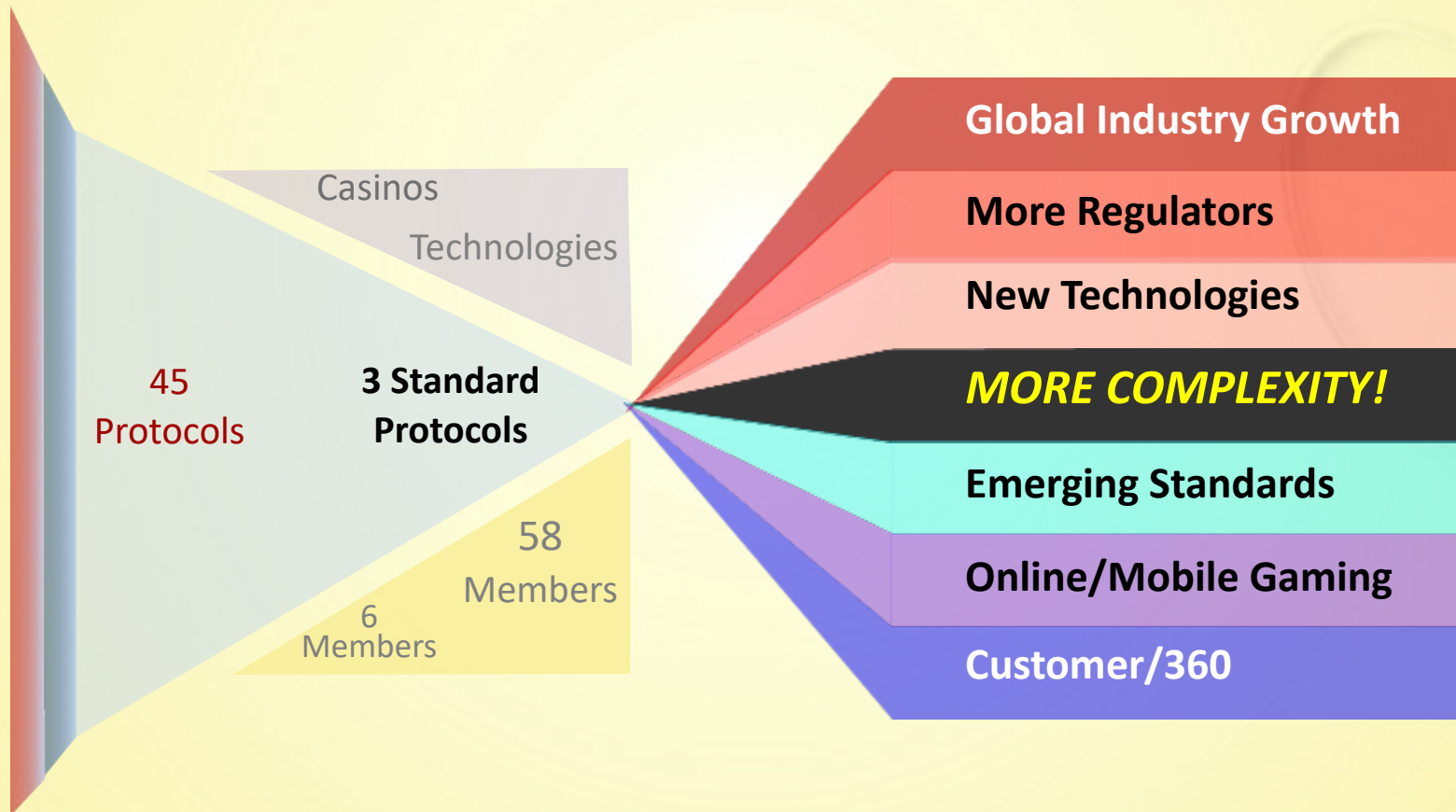
2015

2016

2017

2019

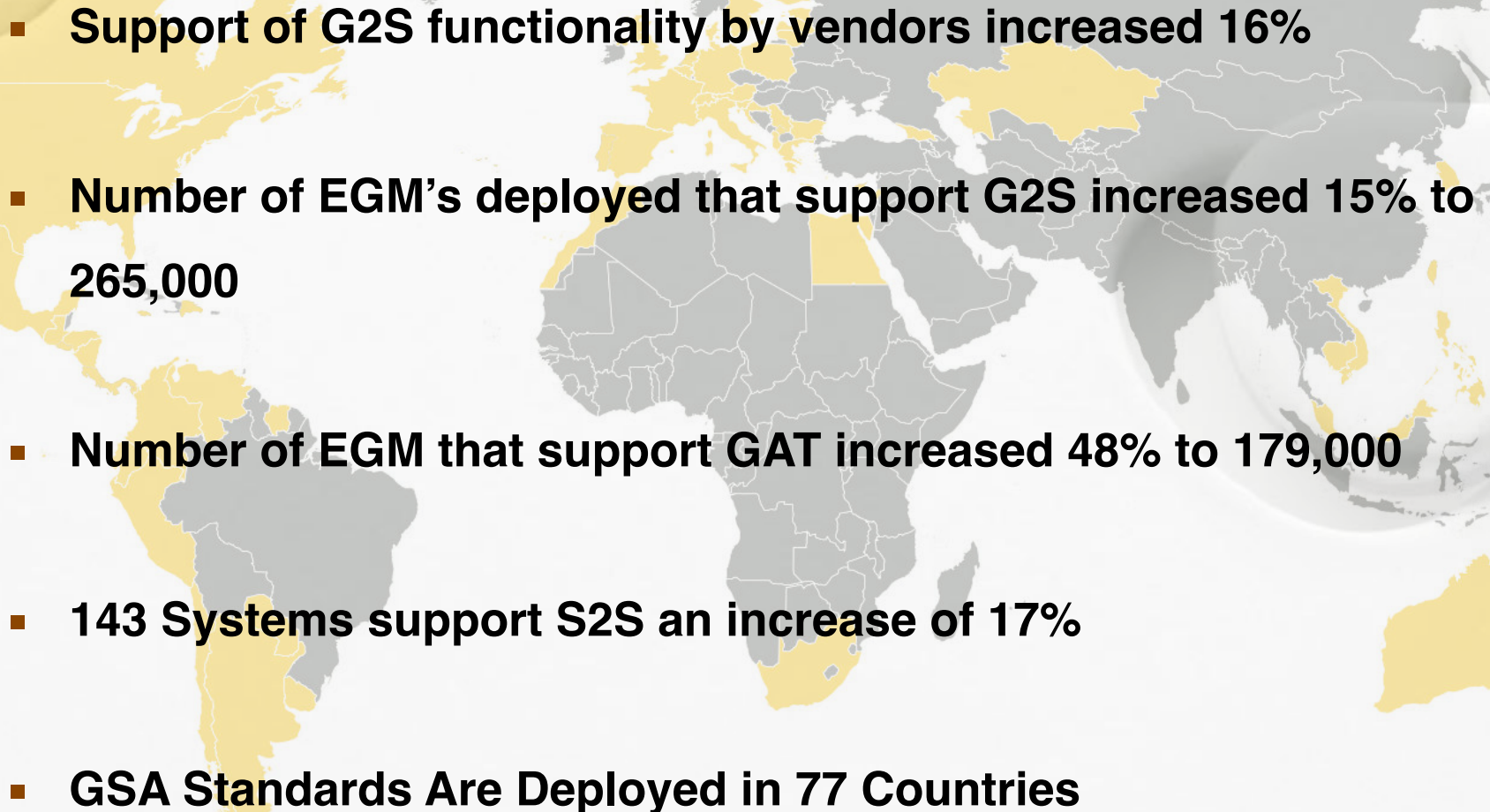
2020 ...beyond



CREATING AND MANAGING THE STANDARDS THAT DRIVE THE GAMING INDUSTRY

2015 ADOPTION SURVEY

(details available for download from www.gamingstandards.com)

- 
- A world map with a yellow and grey color scheme. Yellow highlights the countries where gaming standards are deployed, including North America, Europe, Turkey, and parts of Asia and Africa. Grey represents countries where standards are not yet deployed.
- **Support of G2S functionality by vendors increased 16%**
 - **Number of EGM's deployed that support G2S increased 15% to 265,000**
 - **Number of EGM that support GAT increased 48% to 179,000**
 - **143 Systems support S2S an increase of 17%**
 - **GSA Standards Are Deployed in 77 Countries**

NOT ALL GAMING PROTOCOLS ARE CREATED EQUAL

Some are rooted in the *past*.
Only one prepares you for the *future*.

G2S vs. SAS: GIVING UP BAD HABITS

SHORT TERM PAIN FOR LONG TERM GAIN

■ A SAS EGM:

- Is NOT extensible
- Requires external hardware
- Introduces additional points of failure
- Only offers some or limited G2S functionality
- Cannot natively run the PUI
- Does not use open transport and security standards

■ A G2S EGM:

- Is based on an extensible architecture designed to address future needs
- Does NOT need any additional external system hardware
- Offers a wealth of features and information
- Natively supports the Player User Interface (PUI)
- Is based on on open industry standards

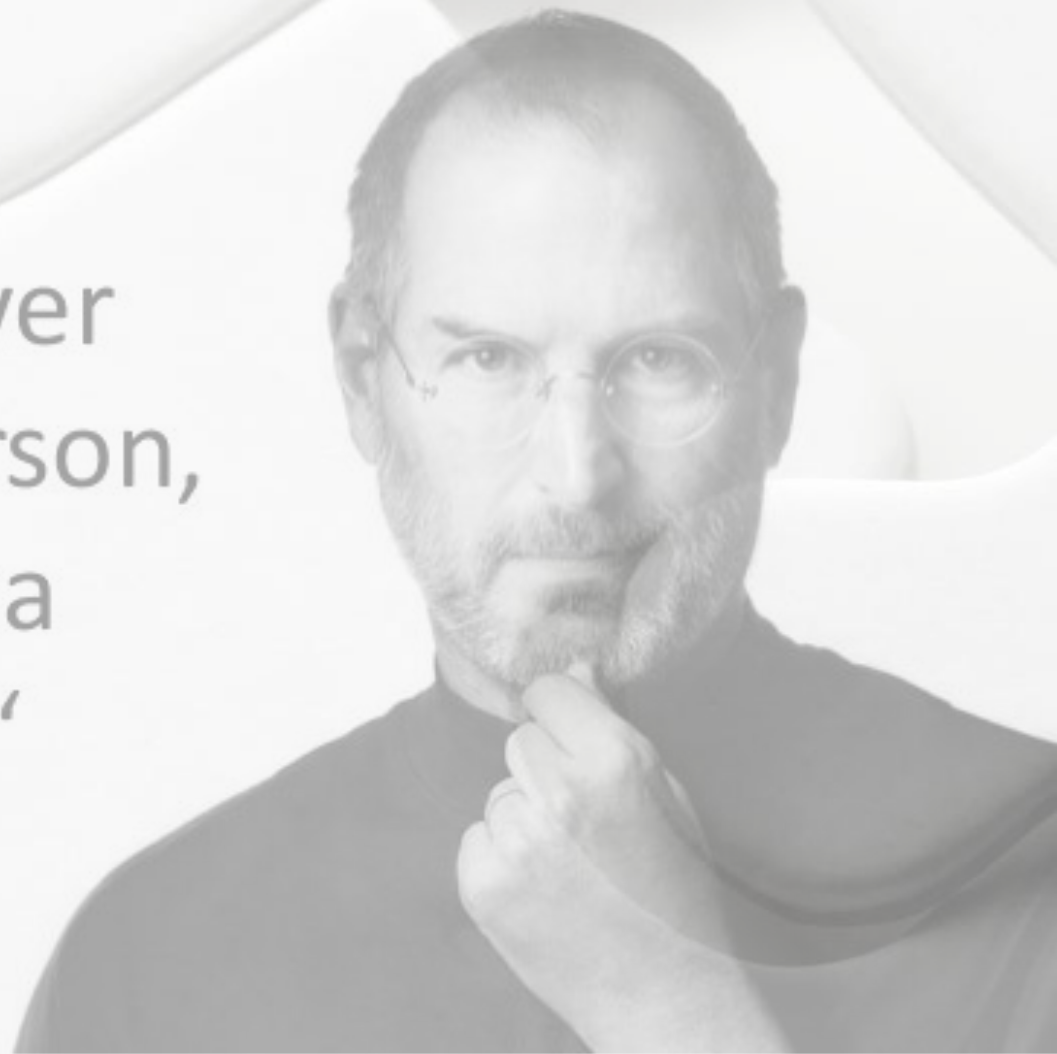
2016 PRIORITIES

- **Broaden access to the standards**
- **Explore GSA presence in Europe**
- **Affirm status of GSA as “Switzerland”**
- **Support operators and regulators through independent committees**
- **Facilitate the creation of solutions for industry identified challenges**
- **Research the benefits of interoperability agreements**
- **Continue to explore sustainable funding for GSA**

GSA AND ITS ROLE IN EUROPE

- **Held Face to Face technical committee meetings in Europe**
- **Participated at multiple GREFF meetings**
- **Organized regulatory meeting in London to discuss online gaming standards and central monitoring**
- **Organized educational training throughout Europe**
- **Exhibitor at the ICE tradeshow**
- **Maintain a GSA Europe office in Brussels**

“Great things in
business are never
done by one person,
they're done by a
team of people.”
- *Steve Jobs*



Not responsible for any loss of data or information. © 2011 Gaming Standards, Inc.

18 YEARS OF INDUSTRY COLLABORATION