



# ANNUAL MEETING 2017

October 04 – Las Vegas, NV



# PLATINUM MEMBERS

ARISTOCRAT

 IGT™

KONAMI

 Microgaming

—NOVOMATIC—  
GAMING INDUSTRIES

 *playtech*  
SOURCE OF SUCCESS

 SEGA-SAMMY  
CREATION

SG   
SCIENTIFIC GAMES®

Adrian Marcu - Chairman

**WELCOME**

# AGENDA

- **FINANCIAL REPORT**
- **2017 IN REVIEW**
- **2018 PRIORITIES**
- **UPDATE GSA EUROPE**
- **TECHNICAL UPDATES**
- **GUEST SPEAKER**

# NEW MEMBERS

**BHGLS Pty Ltd, Australia**

**DRGT Europe NV, Belgium**

**Foxwoods Resort Casino, USA**

**House Advantage, USA**

**Paltronics Australasia Pty Ltd, Australia**

**TNDR Inc, USA**

**Spintec Gaming Technology, Slovenia**

# BOARD OF DIRECTORS

**Adrian Marcu**

**Roman Czubak**

**Byron Bridger**

**Randy Hedrick**

Scott Milford

Mike Langedock

Chris Hobbs

Syed Hussain

Francesco Rodano

IGT

Novomatic Gaming Industries

Atlantic Lottery Corp

Scientific Games

Aristocrat Inc.

Manitoba Liquor & Lotteries

Microgaming Software Systems Ltd

Oregon State Lottery

Playtech PLC

Chairman

Vice-Chair

Treasurer

Secretary

Byron Bridger – Treasurer

# FINANCIAL REPORT



# Financials





Peter DeRaedt - President

# 2017 REVIEW

# ACHIEVEMENTS 2017

- **Established GSA Europe in Malta**
- **Positioning GSA Europe to be the industry standards organization**
- **Finished Third-Party Interface standard that standardizes game content interfacing**
- **Created a new Online Gaming Committee membership level**
- **Creating standard licensing program for TPI**
- **Launched and continue to update the GSA Lecture series in partnership with iGaming Academy**
- **Finalizing new GSA website to create higher level of transparency**
- **Releasing online standards with built-in certification**
- **Participating in Malta National Standards Body (MCCAA) online gaming technical committee**
- **Requested Associated Body recognition with European Center for Standards (CEN)**

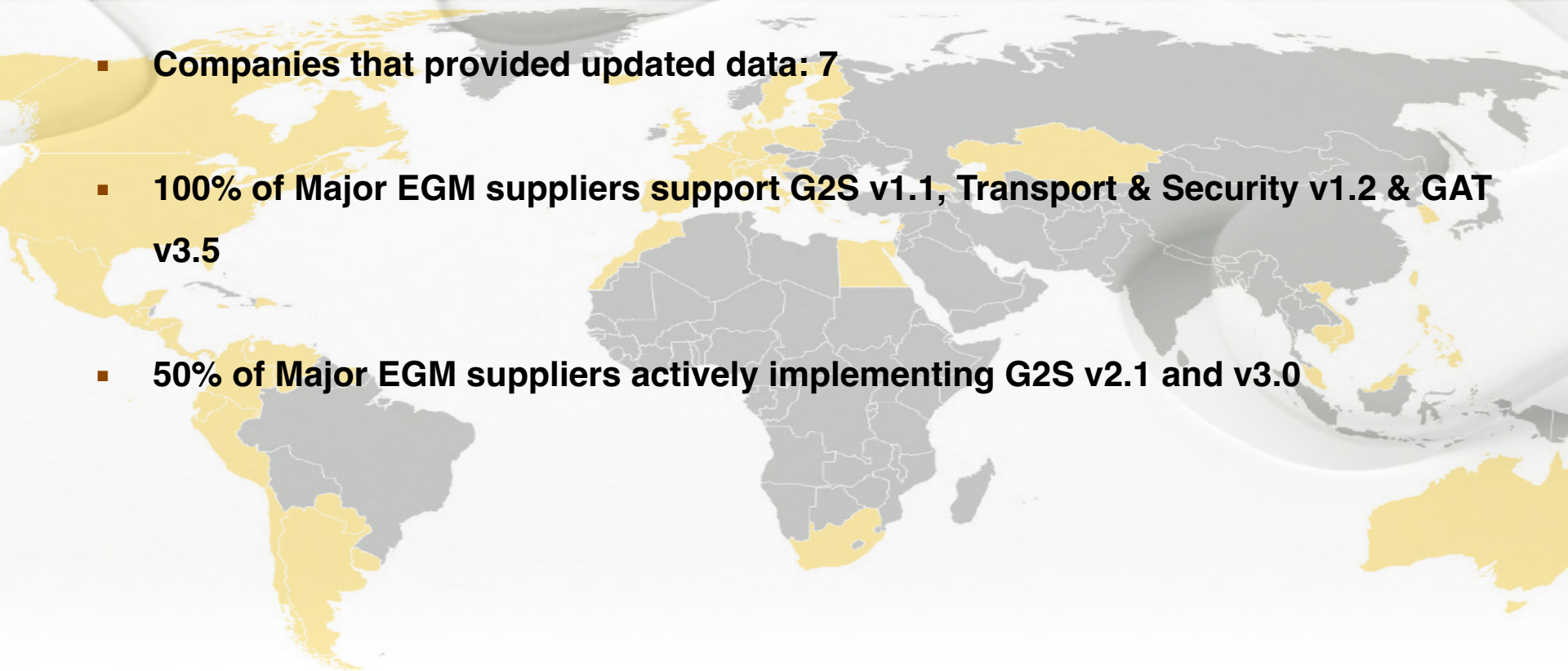
# 2017 IN REVIEW

## INDUSTRY RELEVANCE

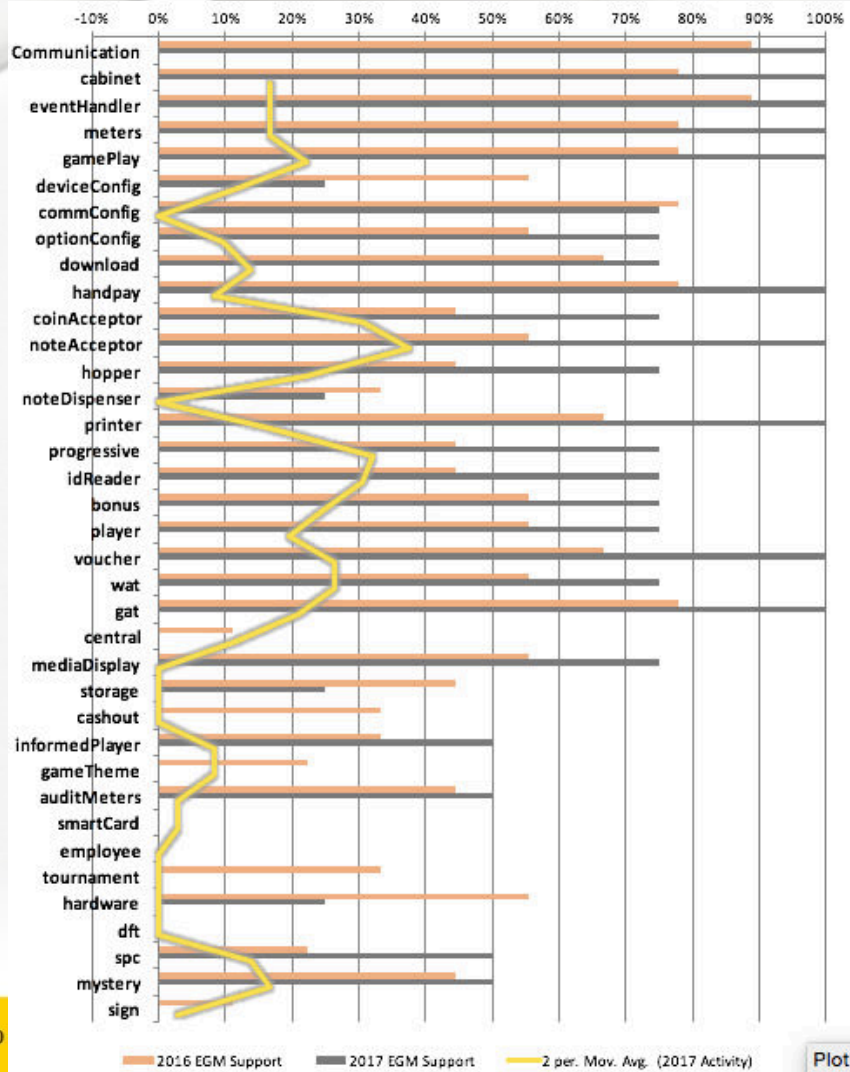
- **GSA in London (February)**
  - ICE tradeshow
- **GSA in Miami (May)**
  - Juegos Miami – International Benchmarks
- **GSA in Malta (June)**
  - GSA Europe open house
- **GSA in Barcelona (July)**
  - WGES – GSA Roundtable “How can technology aid regulators and operators to meet governance requirements?”
- **GSA in Macau (September)**
  - MPI - Gaming and Technology are reshaping the Gambling industry’s new Digital Business
- **GSA in Macau (November)**
  - MPI - GSA Technical update
- **GSA in Las Vegas (October)**
  - G2E tradeshow

# 2017 ADOPTION SURVEY

(details available for download from [www.gamingstandards.com](http://www.gamingstandards.com))

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- A world map with several regions highlighted in yellow, including North America, parts of Europe, Australia, and parts of Asia and Africa. The rest of the map is in shades of gray.
- **Companies that provided updated data: 7**
  - **100% of Major EGM suppliers support G2S v1.1, Transport & Security v1.2 & GAT v3.5**
  - **50% of Major EGM suppliers actively implementing G2S v2.1 and v3.0**

# GROWING G2S SUPPORT



2013	2014	2015	2016	2017
<b>STANDARDS DEVELOPMENT</b>				
Implemented Life Cycle program	Identified PUI requirements		Released 6 new standards and updates to 5 existing standards	Rebuilding the website to provide a greater level of transparency into GSA processes
Start working on Web socket transport layer	Aligned S2S with G2S standard		Consolidated committee work	
	Enhanced GAT standard	Started on the creation of the Certification Database Interface standard with input from Regulatory Committee	Started the creation of the Regulatory Reporting iGaming Interface standard	Sharing initial RRI work with influential NSB's
Identified standardization requirements for iGaming	Started the Third Party Game iGaming Interface standard	Initial draft of Third Party Game iGaming Interface standard completed	Released 2 <sup>nd</sup> draft of Third Party Game iGaming Interface standard	Finalized Third Party Game iGaming Interface standard
<b>STANDARDS ADOPTION</b>				
Launched Industry Survey	Released initial adoption survey results	Released updated adoption survey results	Released updated adoption survey results	BOD recommendation to release online gaming standards with built in certification process
CVT – achieved first 4 milestones	CVT – re-prioritized tool development	Released EGM/Host compliance tester (CVT1.0/2.0)	Released EGM/Host compliance tester (CVT3.0/4.0)	
		Published G2S vs. SAS comparison		Plan to provide insight into the power of the hidden business value of G2S
<b>INDUSTRY RELEVANCE</b>				
Launched OGC	Enhanced global visibility	Addressed NIGA executive board	Created new legal framework to support European outreach	Established GSA Europe
Identified PUI Requirements & created PUI committee	Increased partnerships with regulatory community	Launched the Regulatory Committee	Established eLearning partnership to educate industry about G2S	Laying groundwork to influence the CEN TC456 regulatory reporting standardization effort
Initial European Commission Meetings	GSA held successful European workshop	Created new avenue for operator participation		Launched the GSA Lecture Series
<b>FINANCIAL SUSTAINABILITY</b>				
Created a BOD Funding Work Group	Create Value Proposition		Created new BOD workgroup an identified opportunities	Agreed to put together a licensing program online standards
				Expanded the reach of GSA in Europe by creating a new OGC-only membership level

# 2018 PRIORITIES

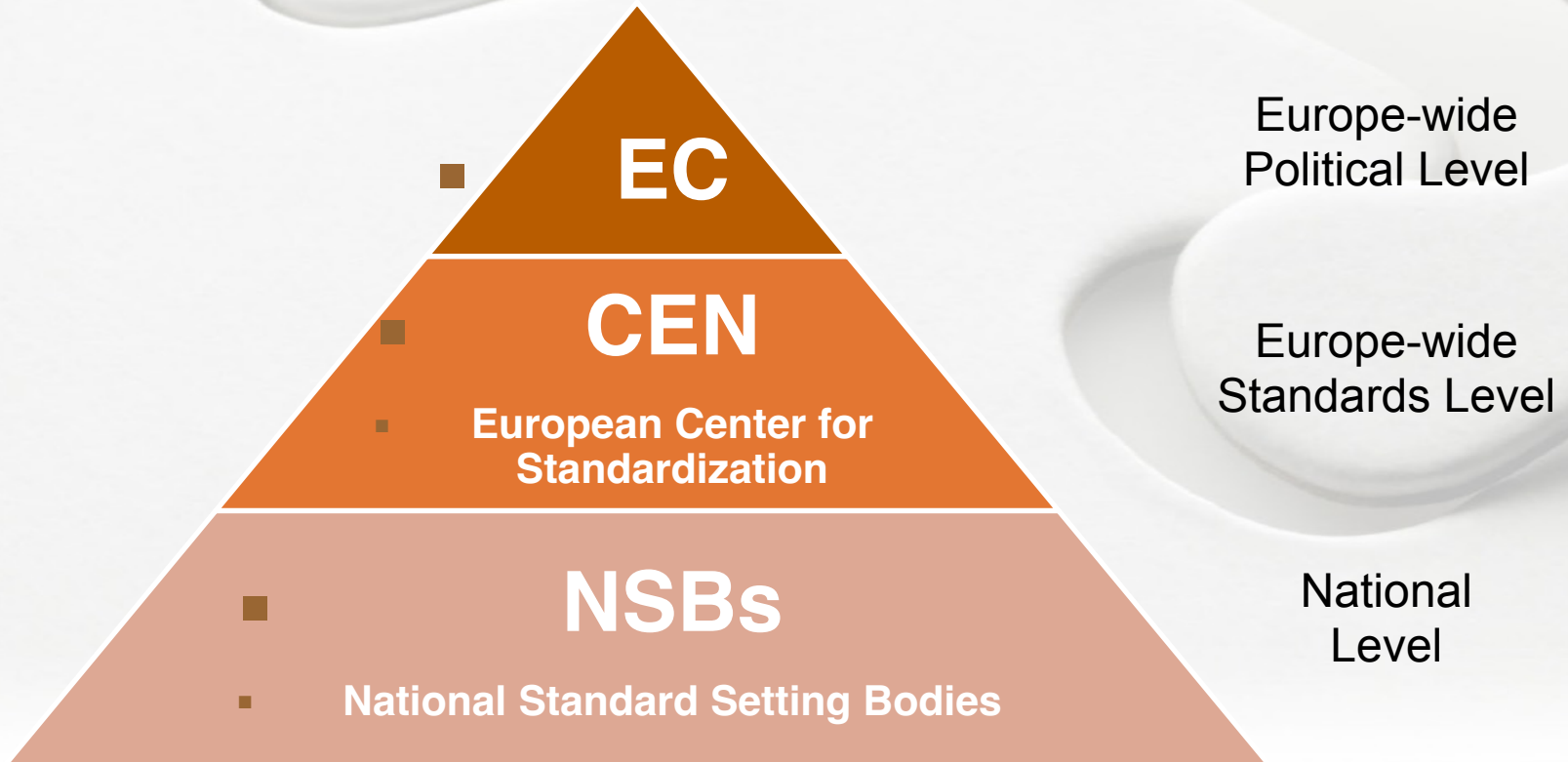
- Participate in the CEN TC456 Regulatory Reporting standard
- Create built-in certification process into TPI standard
- Implement GSA TPI licensing program
- Identify ways to simplify implementation of G2S
- Present industry certification solution for G2S v3.0
- Provide forum for operators to identify interoperability issues
- Identify the components of specific GSA standards that provide value for operators and regulators
- Create standards factsheets to educate operators and regulators
- Explore HTNG synergies
- Explore support for Gaming Technology Event



Mark Pace – MD GSA Europe

# 2017 REVIEW

# EUROPE STANDARDIZATION PROCESS



# GSA EUROPE ACTIVITIES

- **Met with European Commission at ICE**
  - Ongoing dialogue designed to ensure GSA Europe is recognized as a standards setting body with Gaming Industry expertise
- **Started GSA Europe evangelization with Europe-based gaming companies and associations**
  - Met with senior management staff of land-based and online gaming companies and industry associations
- **Met with French (ARJEL), Italian (AAMS & SOGEI) and Spanish (DGOJ) regulatory authorities**
  - Provided overview of GSA and GSA Europe and the standardization projects underway
  - Received positive input on the Regulatory Reporting Interface and commitment for ongoing dialogue
- **Held GSA Europe Open House in June**
  - Open House attended by industry leaders and regulators
  - Malta Gaming Authority Executive Chairman addressed Board of Directors meeting held in GSA Europe's office

# GSA EUROPE ACTIVITIES

- **Hosted Roundtable at World Gaming Executive Summit, Barcelona**
  - Discussion on how standards can help in meet Regulatory Governance attended by Operators, Regulators and Service
- **Met with NSBs from Malta (MCCAA) and France (AFNOR). In dialogue with Spain (UNE) and seeking meeting with Italy (UNI).**
  - GSA Europe part of MCCAA Technical Committee working on CEN TC 456 Regulatory Reporting standardization
- **Submitted request for GSA Europe to become an Affiliated Body / Liaison Organization with CEN**
  - AFNOR assisting GSA Europe in becoming recognized as a partner working on European gaming standards

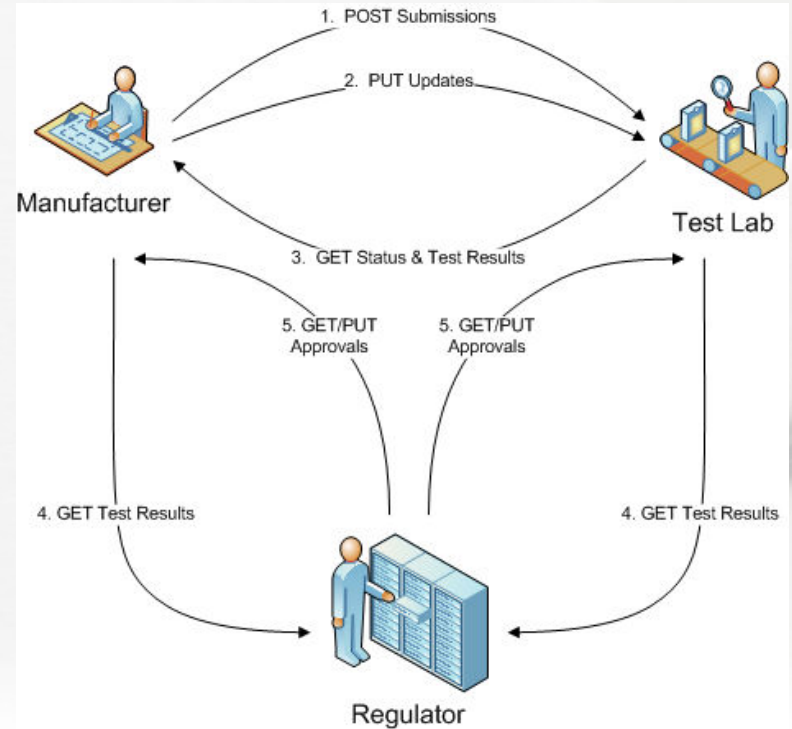


Ethan Tower – Protocol Director

# 2017 REVIEW

# New Releases

- **Certification Database Interface v1.0 (CDI)**
  - Supports the exchange of product approval information between suppliers, test labs, and regulators.



# Future Releases

- **Certification Database Interface (CDI) v2.0**
  - Expanded to support product shipment information.
- **Third-Party Game Interface (TPI) v1.0**
  - Supports the exchange of game play information between iGaming Platforms, Remote Game Servers, and Progressive Jackpot Servers.
- **Regulatory Reporting Interface (RRI) v1.0**
  - Supports regulatory reporting requirements for online gaming.



# Future Releases

- **Game Authentication Terminal (GAT) v4.2**
  - Directory Signature Calculations
    - Standard methods for calculating software signatures across multiple files and directories.

# Thank You – 2017 Committee Leadership

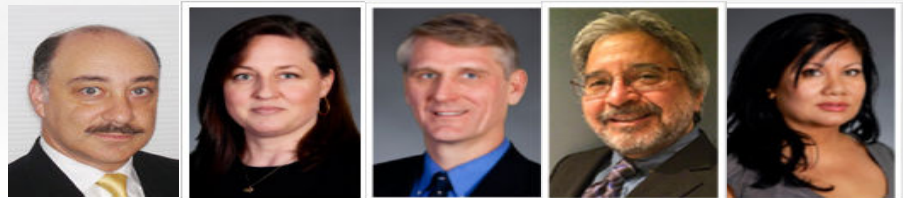
<b>Committee</b>	<b>Chair</b>	<b>Vice Chair</b>
<b>GDS</b>	Pat Gustafson	Abdul Ali
<b>G2S</b>	Eugene Zeldin	
<b>S2S</b>	Jeff Shepherd	Murali Venkataraman
<b>Transport</b>	Dale Buchholz	Erik Petersen
<b>CIC</b>	Ryan Popovich	Cathy Matthews
<b>OGC</b>	Martin Snitkovsky	Darryl Purnell

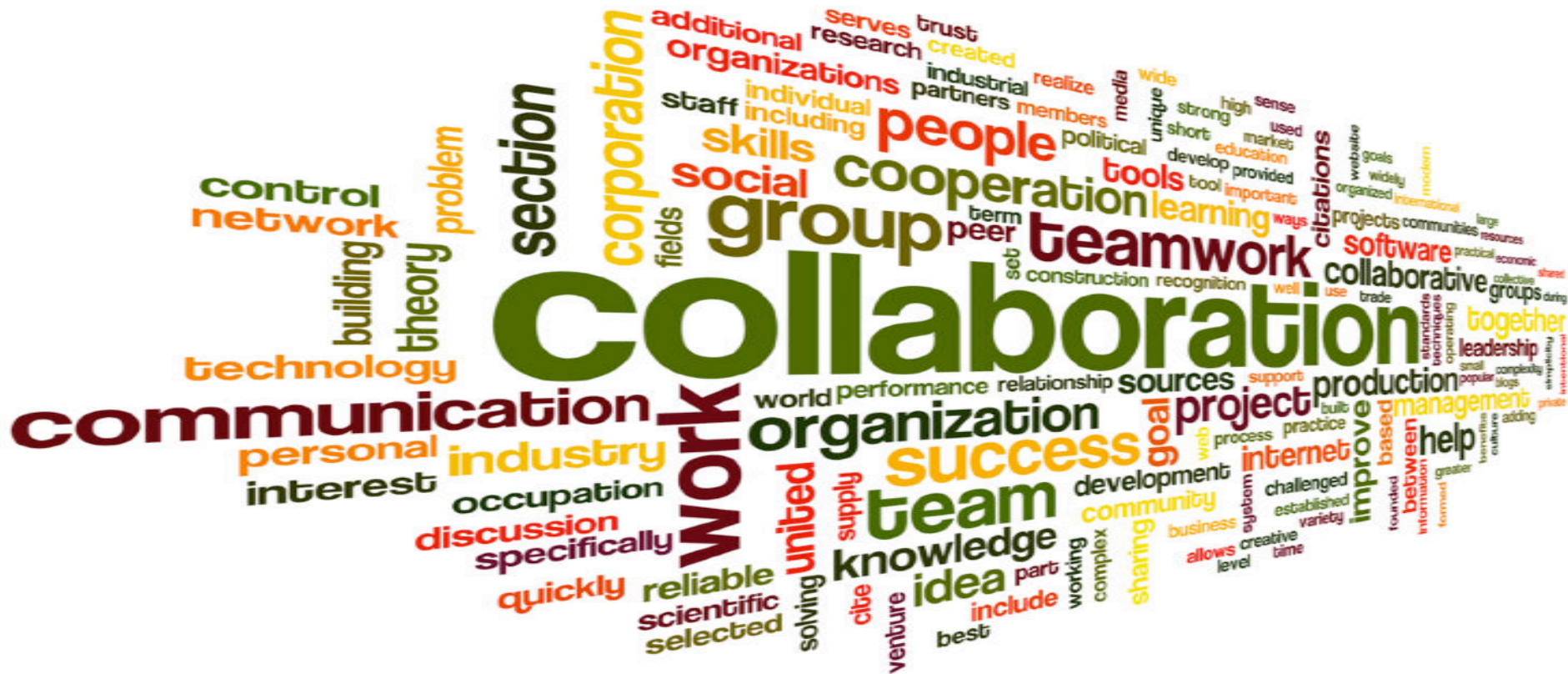
Peter DeRaedt - President

# CLOSING COMMENTS

# THE GSA TEAM

- **Mark Pace – Managing Director GSA Europe**
- **Michelle Olesiejuk – Executive Director (13 years)**
- **Ethan Tower – Technical Director (9 years)**
- **Oscar Salgado – Documentation Manager (3 years)**
- **Lisa Rodriguez – Technical Project Manager (10 years)**





19 YEARS OF INDUSTRY COLLABORATION

THANK YOU