

GAMING STANDARDS



PROTOCOL

ADOPTION

SURVEY

2016

SURVEY PARTICIPANTS

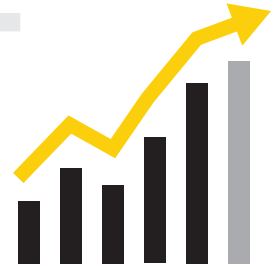
	EGMs	SYSTEM	TRANSLATOR	PERIPH
		✓		
	✓			
	✓	✓		
	✓			
	✓	✓	✓	
				✓
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	✓			
	✓			
TOTAL	14	11	5	4

SURVEY HIGHLIGHTS



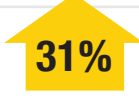

21

COMPANIES PARTICIPATED

ADOPTION OF GSA STANDARDS
GREW BY 17% IN 2016



ALL EGM MANUFACTURERS HAVE **IMPLEMENTED 100%** OF THE CORE CLASSES!

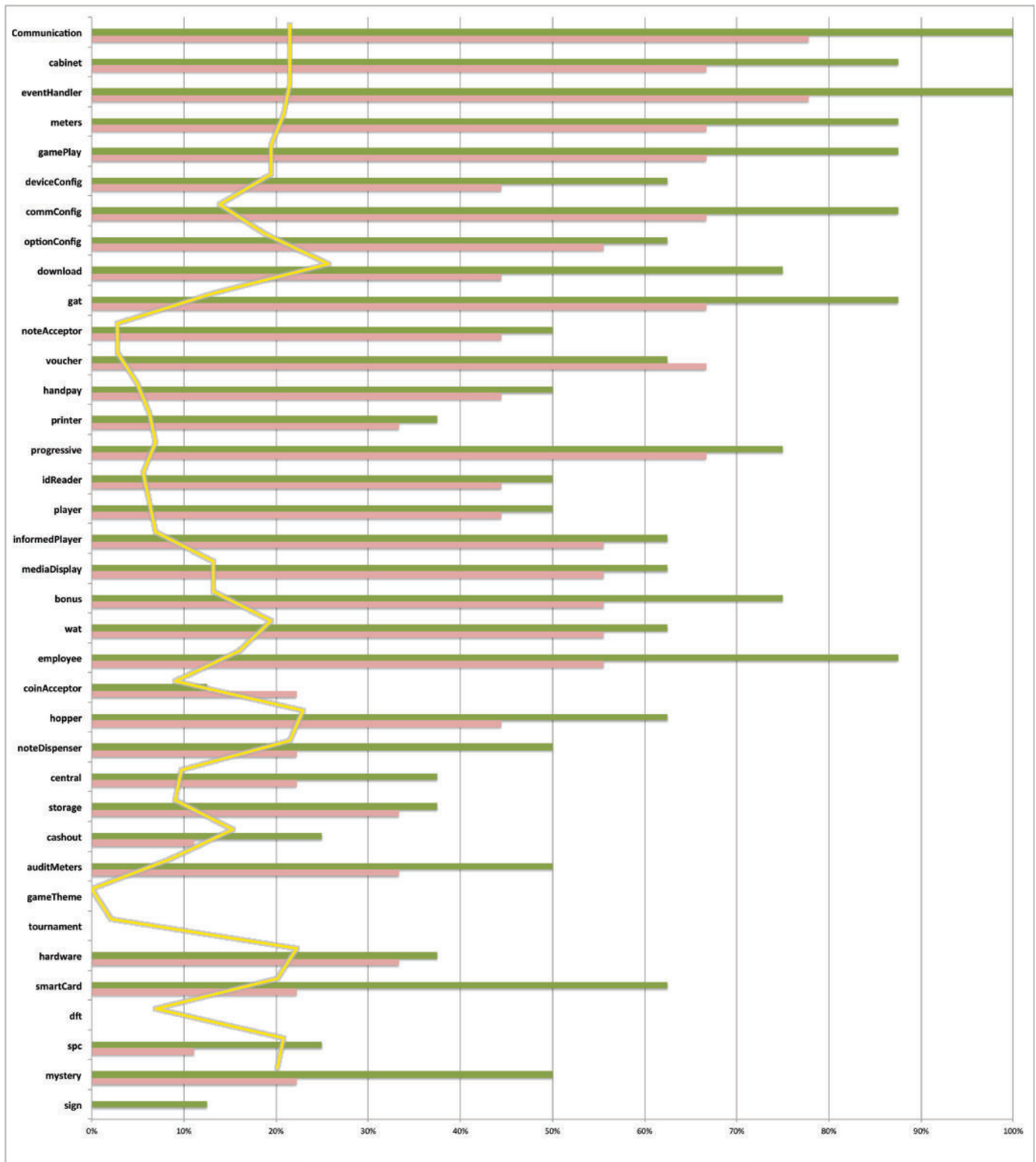
- | | |
|--|---|
| • 63% support a player user interface (mediaDisplay class) |  18% INCREASE |
| • 88% support game authentication (gat class) |  32% INCREASE |
| • 75% support EGM download (download class) |  31% INCREASE |
| • 50% support the mystery class (new in G2S v3.0) |  28% INCREASE |

Note: figures compare 2016 to 2015.

G2S V3.0: IN DEVELOPMENT
BY 63% OF EGM MANUFACTURERS

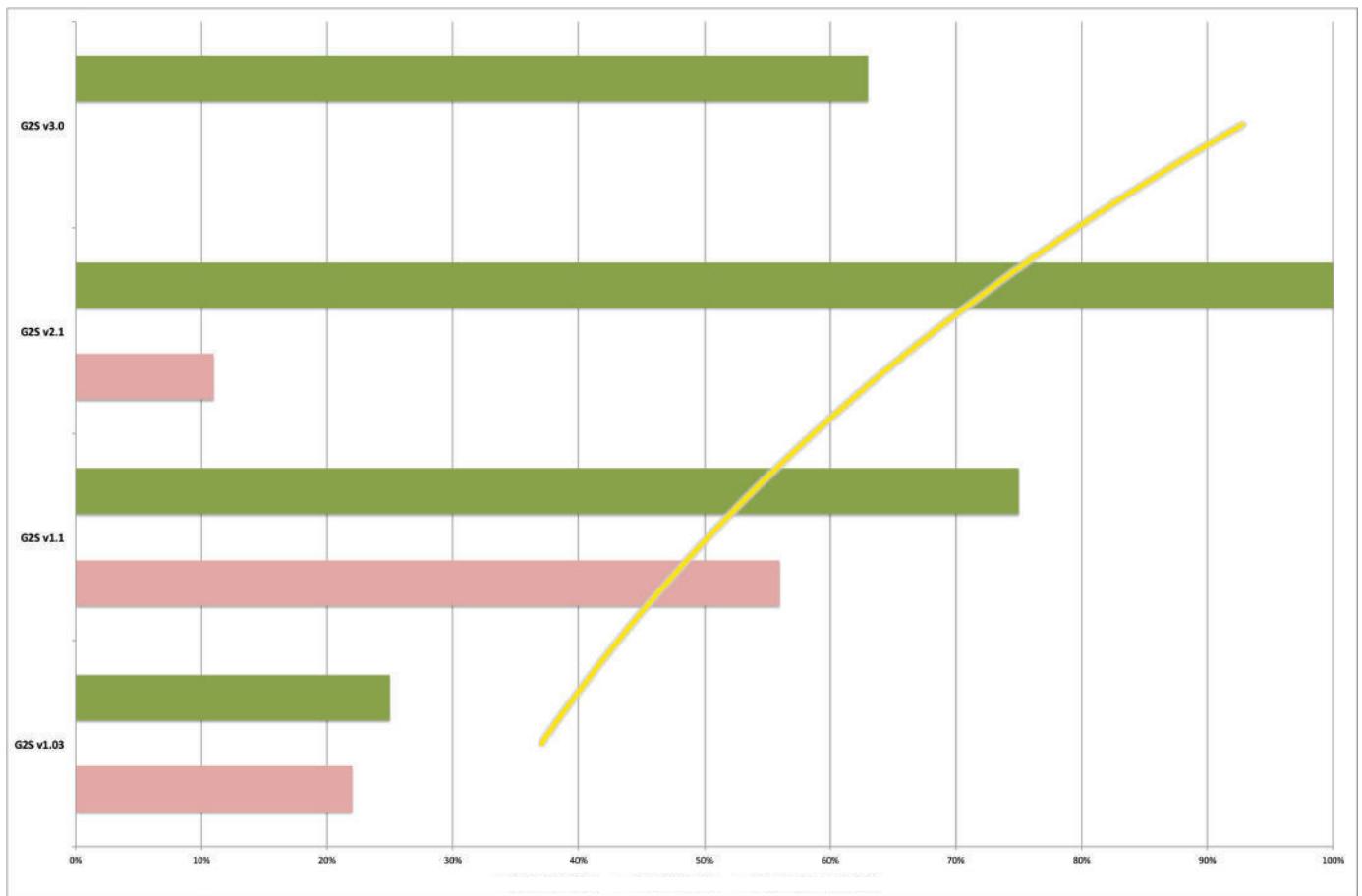
G2S

SLOT MACHINE VENDORS GROWING SUPPORT FOR THE G2S STANDARD



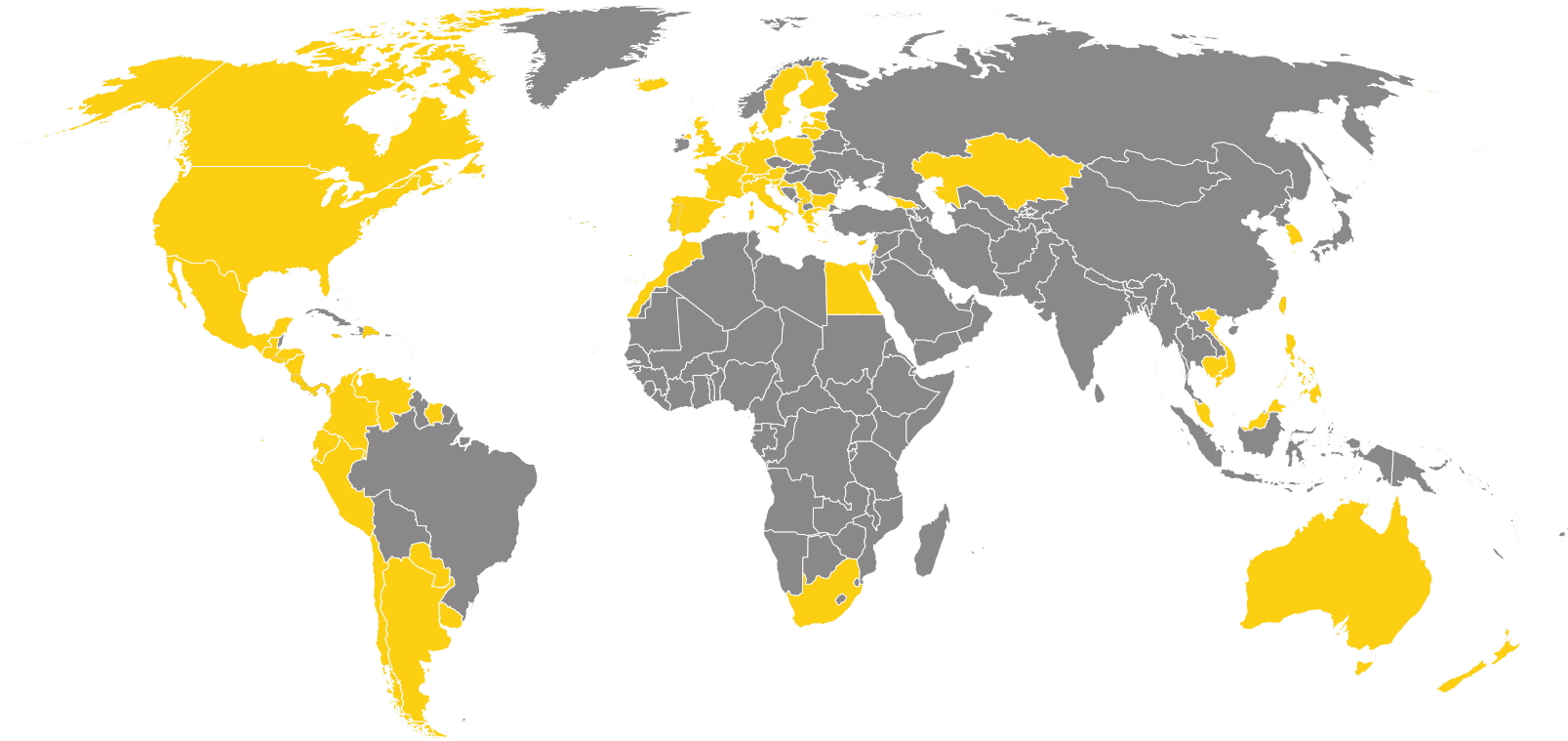
■ 2016 EGM Support
 ■ 2015 EGM Support
 ■ 2016 Growth

SPEED OF ADOPTION



■ 2016 EGM Growth ■ 2015 EGM Support ■ 2016 Growth and R&D Activity

GSA STANDARDS ARE DEPLOYED IN 77 COUNTRIES



ASIA.....	9
AFRICA	4
CARIBBEAN	9
EUROPE	34
MIDDLE EAST.....	2
NORTH AMERICA.....	3
PACIFIC	2
SOUTH AMERICA.....	14

WHERE THE INDUSTRY COLLABORATES

Become a GSA Member and let your voice be
heard by participating in our next survey.

