



Center for Gaming Research | University Libraries

Contact: David G. Schwartz
Phone: 702-895-2242
Email: dgs@unlv.nevada.edu

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CENTER FOR GAMING RESEARCH ANNOUNCES 2011-12 FELLOWS

Resident scholars, schedule of 2011-12 Gaming Colloquium Series are unveiled

LAS VEGAS - August 16, 2011 - Five scholars, from all around the world, have been selected to complete residencies at UNLV Special Collections as part of its Gaming Research Fellow program for the 2011-12 academic year. Each fellow will deliver a talk as part of the Gaming Research Colloquium series and write a paper that will be published as part of the Center's Occasional Paper Series. The 2011-12 Gaming Fellows are:

Kah-Wee Lee

Resident August/September 2011

Lee is a doctoral candidate in the department of architecture at the University of California, Berkeley. His dissertation looks at the taming of vice in the context of postcolonial urbanism. Taking as his sites the recent casino developments in Singapore and Macau, he looks at how architectural design, urban planning and other environmental technologies help to draw the line between what is tolerated and what is not. His work at the Lied Library focuses on the historical evolution of gaming machines as part of this larger trajectory.

Thomas Norman

Resident December 2011

Norman is a Fellow in economics at Magdalen College, Oxford. His research is in game theory, and his project at UNLV is the game-theoretic study of poker. In particular, his work extends a standard model of poker to the case where players can bet any amount from their stack, and analyzes how this modification alters game-theoretic predictions.

Jessalynn Strauss

Resident March 2012

Strauss is an assistant professor at Xavier University. Her teaching and research interests include public relations, corporate social responsibility, nonprofit organizations, and the history and culture of Las Vegas. She recently completed a dissertation examining corporate social responsibility in the Las Vegas casino industry. Her research in special collections will examine the history of public relations and promotions by Las Vegas casinos.

Lynn Gidluck

Gidluck is a doctoral candidate in the Johnson-Shoyama Graduate School of Public Policy at the University of Regina in Regina, Saskatchewan, Canada. Her work at UNLV will focus on how governments in North America and around the world have justified the expansion of gambling by developing partnerships with the voluntary sector and/or earmarking generated funds to programs seen to benefit the wider society such as education, sport, and culture. She is particularly interested in the public policy implications of government-operated or directed gambling operations like state-run lotteries.



Christopher Wetzel

Resident April 2012

Wetzel is an Assistant Professor of Sociology at Stonehill College. His project looks at how issues of race, class, and gender have shaped debates over gaming legalization since the 1930s. His research at UNLV will examine how casino proprietors, civic organizations, and elected officials in Nevada have framed subsequent efforts to establish pari-mutuel wagering and a state lottery.

Colloquium Talk Schedule

September 15, 2011	Kah-Wee Lee
December 8, 2011	Thomas Norman
March 14, 2012	Jessalyn Strauss
April 5, 2012	Lynn Gidluck
April 12, 2012	Christopher Wetzel

All talks take place at 12:15 PM in the UNLV Special Collections Reading Room in Lied Library. For directions and more information, visit <http://gaming.unlv.edu>

About the Center

UNLV's Center for Gaming Research has been awarding gaming fellowships since 2007 as part of its mission to promote the scholarly investigation of gambling. The Center for Gaming Research is a world-class hub for the scholarly analysis of gambling and gaming issues. Located within Special Collections at UNLV's state-of-the-art Lied Library, its main resource is the Gaming Collection. Many unique primary resources can be found only within the Collection.

The Center is committed to providing support for scholarly inquiry into all aspects of gaming. Students, faculty and community members interested in academically-oriented gaming research are welcome to use the collection. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and guides to gaming research.

About the University

UNLV is a doctoral-degree-granting institution of 28,000 students and 3,300 faculty and staff. Founded in 1957, the university offers more than 220 undergraduate, master's and doctoral degree programs. UNLV is located on a 332-acre campus in dynamic Southern Nevada and is classified in the category of Research Universities (high research activity) by the Carnegie Foundation for the Advancement of Teaching.

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For more information about the fellowship program, colloquium talks, or occasional paper series, contact Center for Gaming Research Director David G. Schwartz or visit <http://gaming.unlv.edu>.