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Cover image: Downtown Las Vegas circa 1952. The Frontier Club was later renamed the Lucky Strike and ultimately was incorporated into the Golden Nugget. Manis Collection, UNLV Special Collections.
Our Mission

The Center for Gaming Research is a world-class hub for the scholarly analysis and public discussion of gambling and gaming issues. Through a variety of means, we provide information and engage with the public about gambling and gaming.

Our Collections

The largest assembly of English-language material in the world that documents and explains the impact of gaming, supplemented by a growing online collection of reports, papers, interviews, and exhibits on Nevada and the world.

Our Programming

The Center’s fellowship program draws world-class scholars to UNLV to study gambling; its Colloquium series and podcast bring their voices and others’ to a global audience. The Center also hosts lectures from renowned gaming experts.

Our Engagement

Responding to requests from the industry, the media, and the general public, the Center delivers factual data about gaming and gambling to a variety of audience through several channels, including its web portal gaming.unlv.edu. By managing the UNLV Gaming Press, it disseminates gaming scholarship in book form.
The story of the Center for Gaming Research in 2013 was twofold. First, it continued to serve as a source of information and a place where scholars conduct research. Second, it took new steps towards better disseminating research about gambling and serving as an outlet for scholarly communication, chiefly through the establishment of the UNLV Gaming Press.

The UNLV Gaming Press is significant, because it speaks to the Center’s role both on campus and off. A joint venture of the University Libraries, William F. Harrah College of Hotel Administration, and William S. Boyd School of Law, the Press showcases scholarship conducted at UNLV and far beyond. It reflects the Center’s commitment to serving as an axis of gaming research for UNLV and the broader research community.

This year, the Center’s collections grew, it welcomed new scholars, and it provided unprecedented outreach to students, faculty, researchers, industry members, and the media. Engaging people who want to know more about gambling is the core mission that unites all of our efforts, and 2013 was a good year for that.

The Center’s website, http://gaming.unlv.edu, continues to be an effective method of sharing our work: visitors continued to find it an unparalleled source for information about gambling, and it is poised for future expansion.

In 2014, the Center will continue to grow and will endeavor to remain a respected source of information about gambling and gaming.

David G. Schwartz, Ph.D.
Director, Center for Gaming Research
The University Libraries are at the center of one of the most potentially far-reaching developments in scholarly communication at the UNLV: the launch of the UNLV Gaming Press, a new initiative dedicated to issuing books—both electronically and in print—that share the work of UNLV faculty, highlight the rare and unique materials of Special Collections, and provide outlets for the serious study of gambling.

The Press, a collaboration between the University Libraries, the William F. Harrah College of Hotel Administration, and the William S. Boyd School of Law, is a bold new academic start-up that, taking advantage of advances in electronic publishing and print-on-demand systems, will focus initially on publishing the proceedings of conferences held at UNLV or affiliated with the university and will draw on the breadth and depth of materials associated with the Libraries’ Center for Gaming Research.

The Press’s mission is to make available the scholarly output of university-sponsored conferences, historic materials that the university holds, and new work that illuminates the legal, economic, social, and historical dimension of gambling and gaming in all of its forms.

In 2013, the UNLV Gaming Press published two books: *Frontiers in Chance: Gaming Research across the Disciplines*, a collection of work previously published in the Occasional Paper Series, and *Regulating Internet Gaming: Challenges and Opportunities*, which brought together papers delivered at a 2012 symposium on gaming law held at the Boyd School of Law.

These books are an excellent example of the promise the UNLV Gaming Press offers. It will bring the best work conducted at UNLV, both by faculty and by others, to a broader audience. Additionally, it shows how cross-campus collaborations may benefit the campus as a whole.

All UNLV Gaming Press publications are available in print and in four ebook formats: Kindle, iBook, Nook, and Kobo. Print copies are for sale at the UNLV Bookstore and from a variety of online, including Amazon. Using print-on-demand and ebook technology, it is easier and more cost effective to share the important work conducted under UNLV’s auspices than ever before.
The Gaming Collection, housed in UNLV’s Special Collections, is the world’s premier research repository of information relating to gambling and commercial gaming. Since the gaming industry today has a global scope, the collection embraces not only Las Vegas and Nevada gaming, but gambling throughout the world.

The Collection documents the history and statistical basis of games and gambling; the economics and regulation of the gaming industry; the psychological, social, and political effects of gambling; and the history of specific hotel and casinos throughout the world. It includes casino corporate archives including the Harrah’s Entertainment, MGM Resorts, and Boyd Gaming Corporate Archives; gaming-related manuscript collections such as the Sands, New Frontier, and Binion’s Horseshoe collections; complete runs of the major (and most minor) trade journals and publications; government documents and financial reports from equity analysts; and fiction and non-fiction accounts of Las Vegas and gambling.

Photographs and motion pictures that document casinos and gambling, and oral histories conducted with gaming industry figures make the Collection literally come off the page. Finally, the Taxe Collection of rare imprints is a significant resource on 19th century gaming.

In 2013, we acquired two significant new collections, reflecting two areas of the Collection’s scope.

The William R. Eadington Collection is comprised of journal articles, papers, awards, and other media collected and created by Dr. Eadington during his incredible career (see “Remembering Bill Eadington”).

The Katherine Spilde Papers on Tribal Gaming offer a substantial contribution to the Collection’s holdings in tribal government gaming and Native American affairs. Encompassing fifty boxes of material, the collection includes tribal compacts, government reports, economic impact studies, periodicals, legislative testimony, and state-specific information.

Together, these collections show our commitment to constantly expanding the resources available to researchers and ensuring that the work of pioneering gaming scholars will be preserved.
Dr. Eadington, who passed away last February, began his 44-year career by asserting the validity of gambling, particular casino gaming, as an area of academic study. This was no easy feat; at the time, casino gaming was restricted to one U.S. state, was in the early process of legitimization and mainstream financing, and had at best a checkered track record in the court of public opinion; scarcely a decade earlier, the Attorney General of the United States had been persuaded by the slimmest of margins to call off a planned raid of Las Vegas's major casinos. Today, few would doubt the significance and importance of gaming as a field of academic inquiry.

And, today, much of that field has been shaped by Dr. Eadington. It would be difficult to overstate the impact of his work on the field of gaming studies. Over his four decades at the University of Nevada, Reno, Dr. Eadington compiled a deep and wide-ranging record of publications, with an impressive collection of peer-reviewed articles, chapters in several important books, and editor or co-editor of twelve books, each of which is regarded as an essential work in the canon of gaming studies. It is a testament to his influence that nearly any work that considers the economic and social impacts of gambling—be it a doctoral dissertation, a refereed journal article, or a popular monograph—includes Dr. Eadington's name in its footnotes. In the field, Eadington is not just influential; he is omnipresent.

The International Conference on Gambling in Risk Taking began as a gathering of academics in a variety of disciplines from around the United States who were interested in the impact of gambling from several points of view, ranging from analyses of mathematical questions about gambling, to the fundamentals of pathological gambling, to understanding business dimensions of gaming enterprises, to broader inquiries into the impact of gambling on society. Now held every three years, with several hundred participants from across the world, this remains the most significant scholarly meeting in the field of gaming studies.

This is an area where, again, it is difficult to overstate Dr. Eadington's legacy. The Conference (which is now a joint effort of UNR and UNLV) has evolved into both a recruiting tool for students interested in pursuing gaming-related studies on the graduate level, but also a seedbed for collaboration between NSHE faculty and their colleagues around the world. I struggle to imagine a forum that could be doing more to promote the research of NSHE scholars, spark relationships between NSHE researchers and their international counterparts, and promote the universities of Nevada as a global hub for the study of gaming. It is our hope to honor Dr. Eadington's career by continuing to promote the study of gambling and by publishing proceedings from the International Conference via the UNLV Gaming Press.
Established in 2007 and renamed for pioneering gaming research Bill Eadington in 2013, the Eadington Fellowship program brings scholars to Lied Library to spend up to one month conducting research at the UNLV Special Collections. While here, the fellows use the largest gambling library in the world, which spans the 17th to 21st centuries and includes manuscript collections, casino corporate archives, promotional and publicity files, and government publications.

Ultimately, each of the scholars produces a publication—a peer-reviewed article, dissertation, or a book—that incorporates the research conducted at UNLV. This fits with the Center’s mission of promoting scholarship on gambling and highlights the uses to which scholars can put our collections.

At the end of their residency, they deliver a public talk as part of the Gaming Research Colloquium series. The talk is recorded and released as a UNLV Gaming Podcast.

Each fellow also contributes a paper to the Center’s Occasional Paper Series, making their work accessible to the general public.

Both faculty and graduate students are eligible for the program. Applicants have represented the fields of history, economics, English, history, sociology, and anthropology.

Since the program’s inception, Eadington scholars have published articles, completed dissertations, and authored books that have pushed the boundaries of scholarship. From this perspective, the program has been an unqualified success.
Stephen C. Andrade

Associate Professor of Computer Graphics, Johnson & Wales University

In residency: April 1-14, 2013

Stephen Andrade has been active in the technology field for over 35 years. He has been affiliated with JWU for 16 years and has implemented several enrollment-leading degree programs in the field of computer graphics. He has collaborated on issues of technology with various university departments and a number of highly regarded, innovative “digital” organizations.

Brian Beaton

Assistant Professor, School of Information Sciences, University of Pittsburgh

In residency: May 6-17, 2013

Beaton’s research concerns interactions between technology, information, and people. Among his current research projects, Beaton is studying public participation in the sciences and the crowdsourcing of scientific and biomedical research. At UNLV, Beaton hoped to learn how to attract more people to such games, utilizing those strategies proven effective in Las Vegas casinos and gaming centers.

Diana Tracy Cohen

Assistant Professor of Political Science, Central Connecticut State University

In residency: March 18 – 28, 2013

Dr. Cohen currently serves as an Assistant Professor of Political Science at Central Connecticut State University. A scholar with interdisciplinary interests, she conducts research in the areas of Internet and media politics, campaigns and elections, sport, family, and gender. She is currently working a book project that examines a population that she calls Iron Dads, men who balance work, family and endurance sport.

David T. Courtwright

Presidential Professor, Department of History, University of North Florida

In residency: April 28-May 11, 2013.

David T. Courtwright is a presidential professor at the University of North Florida, where he offers courses in American history, comparative history, and the history of medicine and disease. He has published influential books on drug use and drug policy, both in American and world history; the social problems of frontier environments on the land and in the air; and the culture war that roiled American politics during and after the 1960s.
BEVERLY GEESin
Senior Lecturer, English Language and Linguistics, York St John University
In residency January 17-31, 2013

Geesin’s doctoral thesis, recently completed in Sociology at the University of York and entitled “Resistance to Surveillance in Everyday Life,” examines contemporary forms of surveillance and develops a theoretical framework for understanding individual practices of resistance with a focus on everyday life, urban space and consumption. Geesin’s current research examines how surveillance becomes normalized through consumption and the relationship between surveillance and urban renewal.

D A V I D  J. H A R T
Assistant Professor of Philosophy, West Texas A & M University
In residency: January 31-February 15, 2013

Hart regularly teaches courses in both philosophy and English, as well as directing the University Writing Center, and has consulted for the Texas Higher Education Coordinating Board. His primary research interests are early modern thought, the history of empiricism, and the intersections of philosophy and literature.
2014 EADINGTON FELLOWS

In the summer of 2013, the Eadington Fellowship Selection Committee picked the six scholars who will be taking part in the program in 2014. They are:

RICHARD WILLIAMS

Writer and independent scholar

Residency: February 11-25, 2014

A cultural historian with a background in Classics and Art History, Richard has held teaching and research posts at universities including Newcastle and Glasgow, and has published on Greek drama and French revolutionary art. He has also co-curated exhibitions in both of these fields.

Currently Richard is working on genetic criticism of Erle Stanley Gardner’s A.A. Fair novels, arising from study of the manuscripts at the Harry Ransom Center, University of Texas, as a visiting research fellow in 2011-12, and has given presentations on this work at a number of recent international conferences.

Symposium Talk: February 25, 3 PM

“Erle Stanley Gardner in Las Vegas”

Proposed research at UNLV: “I am interested in researching Erle Stanley Gardner’s novels with Las Vegas settings; archival material from Binion’s casino concerning the early years of the World Series of Poker.”

MICHELLE ROBINSON

Assistant Professor of American Studies, University of North Carolina at Chapel Hill

Residency: March 6 - March 19, 2014

Michelle Robinson is an Assistant Professor of American Studies at UNC-Chapel Hill. Her essays have appeared in Studies in the Novel, Modern Drama, Children’s Literature Association Quarterly and elsewhere. She is currently completing a book manuscript titled Places for Dead Bodies: Blackness, Labor and Detection in American Literature, which links the emergence and development of the detective fiction genre to anxieties about interracial sociability in the world of work, and beginning research on a project at the intersection of working-class studies and religious studies, which will use historical case studies to suggest new ways of understanding how communities respond to religious events.

Symposium Talk: March 18, 3 PM

“Billy Graham Comes to Las Vegas: Faith at Work on the Strip”

Proposed research at UNLV: “Using publicity materials, employee newsletters, and other materials from the UNLV Gaming Collection, I will research the impact of the evangelist’s 1978 and 1980 Vegas crusades on the religious ecology of the Strip, with a specific focus on the lived religious experience of working peoples.”
Robert W. Miller
Assistant Instructor and Ph.D Candidate in History at the University of Kansas
Residency: February 24 – March 21, 2014

Robert Miller is a doctoral candidate in Modern European History at the University of Kansas, under the direction of Dr. Chris Forth. His research interests include histories of travel, tourism, culture, and consumption. He is primarily a historian of Europe in the nineteenth and twentieth centuries, but also conducts research in international history. Mr. Miller’s current project is his dissertation “Constructing a Spatial Imaginary: The Formation and Re-presentation of Monte Carlo as a Vacation-Leisure Paradise, 1854-1970.” The project centers on how casino concessionaires and civic planners established an imaginary of elite, cosmopolitan luxury surrounding the casino-resort of Monte Carlo, and how visitors to the city (and popular culture) perpetuated or changed such an imaginary.

Symposium talk: March 21, 2014, 3 PM
“Paradise of Spectacle: Imagining and Re-presenting Casino Resorts as Spaces of Luxury and Leisure in the Twentieth Century”

Proposed research at UNLV: “I will utilize manuscripts, travelogues, photographs, menus, and postcards to conduct a comparative study of casino-resort cities, including Las Vegas, Paris, Baden-Baden, and Monte Carlo. A majority of this study will consist of visual analysis, as I seek to explore the ways in which casino-resort towns built upon, referenced, or influenced each others’ reputations through the use of architecture, décor, entertainment, sport, gastronomy, or gambling itself.”

Lee Scrivner
U.S. State Department sponsored University Lecturer, Colombia
Residency: December 3-17, 2013 and March 16-29, 2014

Dr. Scrivner is a Lecturer in American literature and culture sponsored by the US Department of State, currently touring universities in Colombia. Formerly, (2010-2012) he was a Fulbright Lecturer in the Humanities at Bosphorus University in Istanbul, a sessional lecturer at the University of London (2007-2008); and an adjunct professor at UNLV (2001-2005). His first book, *Becoming Insomniac: How Sleeplessness Alarmed Modernity*, forthcoming from Palgrave Macmillan explores a century-and-a-half old notion that modern, technologized life causes insomnia. The book investigates theories of sleeplessness, sensation, attention, and volition in medical, psychological, literary texts—mostly from the Victorian period, but also spanning through to today.

Symposium Talk: March 27th, 3 PM
“Las Vegas, an Atemporal History”

Proposed research at UNLV: “My research will focus on ways in which Las Vegas came to epitomize global modernity’s technologized forays into the nocturnal and atemporality in general in the past century—especially through the city’s association with “nightlife” and 24-hour activity and in its tendency to deconstruct time and history in its casinos’ themes, etc.”
Matias Karekallas
Ph.D. Student, Department of Social Research, University of Helsinki
Project Researcher, The Finnish Foundation for Gaming Research
Residency: March 19 - April 8, 2014

Karekallas is a sociology Ph.D. student in the Department of Social Research at the University of Helsinki, Finland. His dissertation approaches gambling from a cultural perspective and examines the (mental) images and places attached to gambling. In addition to gambling, his primary (research) interests include various phenomena related to popular music and sports. Karekallas is also a project researcher at the Finnish Foundation for Gaming Research and is currently working on a project that examines how people begin and learn to gamble.

Symposium talk: April 4, 3 PM
“The Ambivalent Images of Las Vegas in Popular Music”

Proposed research at UNLV: “In my work, I examine the images of Las Vegas in popular music. I am investigating how Las Vegas is represented in popular music and what is the role of music in the portrayal of Las Vegas in popular culture, in place promotion, and in the endorsement of gambling.”

Stefan Al
Associate Professor of Urban Design at the University of Pennsylvania
Residency: May 5-18

Stefan Al is a Dutch architect, urban designer, and Associate Professor of Urban Design at the University of Pennsylvania. In his career to date, Al has worked on renowned architectural projects such as the 2,000-feet high Canton Tower in Guangzhou, the preservation of world heritage in Latin America at the World Heritage Center of UNESCO, and an 11,000-acre new eco-friendly city in India.

Al’s research interests include urban form and evolution, urbanization in developing countries, and ecological urban development. His design practice is dedicated to sustainable architecture and urban design, with design work exhibited at the Shenzhen and Hong Kong Architecture Biennale.

His writing has been published in the Handbook of Architectural Theory, the Berkeley Planning Journal, Urban China, and other publications. He has edited the books Factory Towns of South China and Urban Villages of South China (forthcoming), and is currently writing a book on Las Vegas called The Strip.

Symposium Talk: May 15, 3 PM

Proposed research at UNLV: “I am interested in exploring how various architectural aspects of Las Vegas Strip casino complexes have evolved – including architectural typology, signage, porte-cocheres, atriums and pools – from 1941 until today. To do so I will digitally reconstruct historical casinos based on material from the Special Collections of UNLV, for instance old architectural drawings and photos.”
The Center serves most of its users through its web portal, http://gaming.unlv.edu. Through the site, the Center makes available information on a variety of gaming jurisdictions; provides corporate histories and research links; hosts several online exhibits, including the online home of the American Gaming Association's Gaming Hall of Fame; and publishes monthly analyses for Nevada gaming revenue statistics and numerous other statistical reports highlighting several aspects of the gaming industry.

In 2013, the site had 189,722 page views, 91,548 visits and 72,845 unique visitors from all over the world.

Approximately two-thirds of visitors to the site came from the United States, with Canada, the United Kingdom, India, and Germany rounding out the top five.

The Reports and Exhibits sections continue to be the website’s most popular sections, demonstrating the continued interest in the Center’s collections and on-going work.
The Center’s website features eight exhibits that chronicle the history of gambling and casinos:

- **Paradise Misplaced: The Xanadu Hotel-Casino**, a look at an un-built casino project that sheds light on the Las Vegas Strip circa 1975;

- **Hotel El Rancho Vegas: The Strip’s First Resort**, the most complete source of information on the resort on the internet, and the biggest collection of primary source materials on the El Rancho Vegas anywhere;

- **World Series of Poker: A Retrospective**, which looks at the history of the world’s most prestigious poker tournament and the casino that hosted it for much of its history;

- **Las Vegas Strip Neon Survey: Sunset to Sahara**, is the groundbreaking survey of Las Vegas Strip neon conducted by the Neon Museum in the summer of 2002;

- **A Centennial Celebration of Gaming in Las Vegas**, prepared for the 2005 Global Gaming Expo, looks back at the first hundred years of Las Vegas casinos;

- **50 Years of Dining on the Las Vegas Strip**, prepared for the 2006 Global Gaming Expo, catalogs the evolution of casino restaurants on the Las Vegas Strip;

- **Gaming Hall of Fame**, which has entries for all honorees in this august group.

- The **Sarno Awards for Lifetime Achievement in Casino Design**, which celebrates the work of the nine winners of the award, given annually at the **Global Gaming Expo** in Las Vegas.

In 2013, the Center added to the Gaming Hall of Fame exhibit, creating pages for 2013 inductees Gary Loveman, Frank Fahrenkopf, Celine Dion, and Guy Savoy. It also added a page for 2013 honoree Dick Rizzo to the Sarno Awards exhibit.
In 2013, the Center released or updated more than six dozen reports on a variety of topics. These reports help to communicate and clarify major trends in the gaming industry, with an emphasis on Nevada. They included:

**Nevada Gaming Statistics: Monthly Comparison.** This report digests relevant data from the Nevada Gaming Control Board into an easily-understood comparative analysis. (12 monthly reports)

**Nevada Gaming Statistics: The Last Six Months.** Updated monthly, this rolling analysis summarizes the past half-year of financial performance for Nevada gaming. (12 monthly reports)

**Average Big Las Vegas Strip Casino, 2012.** A statistical summary of the average Las Vegas Strip casino (with annual gaming revenues of over $72 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses.

**Average Downtown Las Vegas Casino, 2012.** A statistical summary of the average Downtown Las Vegas casino (with annual gaming revenues of over $1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses.

**Average Reno Casino, 2012.** A statistical summary of the average Reno/Sparks casino (with annual gaming revenues of over $1 million) with both gaming and non-gaming revenues and information on employment, taxes, and expenses.

**Nevada Table Games: Historical Hold Percentage Variations.** Annual hold percentage averages, with monthly maximum and minimums, 1992-2011.

**Las Vegas Strip Table Mix.** The Evolution of Casino Games, 1985-2012.

**Nevada Gaming Revenues, 1984-2012.** Calendar Year Revenues for Selected Reporting Areas.

**Nevada Casinos: Departmental Revenues, 1984-2012.** Breakdown of Nevada casino resort revenues generated by Gaming, Rooms, Food, Beverage, and Other Departments by fiscal year.


**Nevada Casino Credit, 1980-2012.** An analysis of bad debt write-offs by reporting area.

**Nevada’s Gaming Footprint, 1963-2012.** A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present—restricted and non-restricted locations.

**Nevada Gaming Revenue: Long-Term Trends (2000-2012).** Analysis of the total number of positions, slots, and table games for Nevada casinos from 2000 to the present. Charts include totals for total game categories and breakdowns for blackjack, baccarat, craps, sports books, and poker.

**Combined Facility Report: Atlantic City Casinos, 2012.** Data on games, devices, revenue, and square footage

**Atlantic City Gaming Revenue.** Annual Statistics for casino, slot, and table win, 1978-2011

**Atlantic City Gaming Statistics: Monthly Summaries.** Monthly and year-to-date revenue results.

**Major Gaming Jurisdictions: Eleven-Year Comparison, Selected Casino Markets, 2001-2012.** Includes slot and table (where available) data for: Nevada Statewide, Clark County, the Las Vegas Strip, Atlantic City, Mississippi, Connecticut (slots only), Macau, and Pennsylvania.

Ohio Casinos: Monthly Revenues. Table and slot machine operating statistics for all gaming locations.


Pennsylvania: Annual Casino Data. Fiscal Year Slot and Table Metrics by location.


Top Twenty Metropolitan Areas and Casinos. A thumbnail sketch of the proximity of casino gaming to the United States’ 20 largest cities.


As part of its Occasional Paper Series, launched in 2012, the Center publishes brief studies of gambling and casinos with a policy and public-interest orientation.

These papers are generally between three and six-thousand words, written with the intent of informing the public discussion of gambling and casinos. Topics include gaming history, casino management, and studies in sociology, economics, and political science related to gambling.

Authors include faculty affiliated with the Center for Gaming Research, particularly Gaming Research Fellows. As part of their residency, fellows complete a paper for the series.

In 2012, the Center published three papers. They include:

**Paper 23: October 2013**

Davor Jedlicka. “Gaming Opportunities, Attractions, and Monorail Ridership in Las Vegas”

ABSTRACT: The history of Las Vegas monorail is presented in three stages: ideas, development and operations. The decline of ridership on the Las Vegas monorail is explained based on this history. The gravitational theory of people movement is used to propose overcoming the inertia to ride among the resorts. The gravitational theory suggests that monorail could contribute to the “Las Vegas Experience” as a force in attracting visitors from around the world. An increase in inter-resort visitation rates via the monorail is likely to increase the overall gaming revenues and prevent the end of monorail operations.

**Paper 22: June 2013**

David J. Hart. “Shipwreck with Speculator: Early Modern Representations of Risk and Gambling”

ABSTRACT: Charles Cotton’s Compleat Gamester, one of the best known manuals accompanying a virtual pandemic of gambling fever across early modern Europe, likens gaming to a shipwreck since there are “but few Casts at Dice betwixt a rich man and a beggar,” “but few inches between [living] and drowning.” This conjunction of shipwreck and gaming recurs in early modern literature and constitutes a rhetorical topos in the sense of philosopher Hans Blumenberg. He examines several instances of this conjunction (e.g. in Cardano’s autobiography, Shakespeare’s The Tempest, Spinoza’s Theological-Political Treatise, and Joseph de la Vega’s Confusion de Confusiones) and suggest that the conjunction can be understood according to Ian Hacking’s thesis on the contemporaneous development of probability theory.

**Paper 21: April 2013**


ABSTRACT: Visual images have been a key element in the development of wager-based games. The legacy of visual metaphor in gaming can be traced through paper ephemera such as playing cards and lottery tickets. Both paper and printing technology ushered the age of wide spread playing opportunities in the 19th and 20th centuries. Modern play behaviors have given way to postmodern gaming norms in digital space. The digital age has presented a new set of challenges for gaming architecture in wager-based play. Action research in prototyping games is beginning to reveal a new and different set of game characteristics.
Podcasts

In December 2008, the UNLV Center for Gaming Research launched the UNLV Gaming Podcast in an effort to bring the successful Gaming Research Colloquium to a broader audience.

The podcasts feature audio presentations of the Colloquia, interviews with gaming authors, researchers, and assorted gaming industry figures, including architects, executives, and operators. They are available through subscription in the iTunes store and on the Center’s website. In 2013, the Center released eight. They included:

Number 54, October 7, 2013: Rex J. Rowley


Number 53, May 16, 2013: Brian Beaton

Gaming Research Colloquium talk, “Drawing Crowds to Citizen Science Data Collection and Analysis as Everyday Gaming”

Number 52-May 9, 2013: David T. Courtwright

Gaming Research Colloquium talk, “Learning from Las Vegas: Addiction, Limbic Capitalism, and Pleasure Meccas”

Number 51, April 11, 2013: Stephen Andrade

Gaming Research Colloquium talk, “Visual Metaphor in Games of Chance - What You See is What You Play”

Number 50, April 2, 2013: Diana Tracy Cohen

Gaming Research Colloquium talk, “Advertising Parenting in Las Vegas: An Analysis of Time and Space”

Number 49, February 14, 2013: David J. Hart


Number 48, January 31,2013: Beverly Geesin

Gaming Research Colloquium talk, “Surveillance and the Marketing of Vice”

Number 47, January 2, 2013: Julian Serrano

In this interview, Chef Serrano discussed his career in restaurants, his decision to move to Las Vegas, the pressures of running restaurants in casinos, and offered advice for young chefs.
In 2013 the Center was in the news a great deal, chiefly due to the director’s frequent media appearances. This included a total of 297 interviews with print and online outlets and 79 on-air (television, radio, podcast, streaming) interviews. Highlights included the expansion of gaming in Ohio, Maryland and Massachusetts, the impact of the 2012 on gaming nationwide, and the prospects for U.S. online gaming.

If you would like to stay connected with the Center for Gaming Research, please:

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- Sign up for the monthly email update: email dgs@unlv.nevada.edu

Stay tuned for more exciting news from the Center in 2014.