

## University of Nevada, Las Vegas Center for Gaming Research Update Recent Work, New Developments, and Upcoming Events November 2011

### Two Reports on Nevada's Gaming Industry

The Center released the [Nevada Gaming Statistics: September Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of September for the past eight years. In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information. For the second straight month, Nevada gaming revenues fell. This would seem at first glance to indicate that the state's gaming economy is headed towards another prolonged slump, but a closer examination of the numbers does not bear out that kind of pessimism. As the report shows, it was a "good" bad month.

### Podcast Interviews with Bill Eadington, George Maloof, & Paul Steelman

This month, we posted three [podcasts](#), each of them with valuable insights into several different aspects of gaming. On November 2, we posted a career retrospective with **Dr. William Eadington**; the interview was conducted the day after his induction into the Gaming Hall of Fame. A week later, we posted an interview with Palms founder **George Maloof**, reflecting on his decade at the game-changing casino. And on November 29, we posted the first of a two-part interview with casino architect **Paul Steelman**.

### A New Paper on the Legality of Sports Gaming Businesses

In November, the Center published the twelfth in its [Occasional Paper Series](#), Glenn Light, Karl Rutledge, and Quinton Singleton's "**Betting on the U.S. Market: A Discussion of the Legality of Sports Gaming Businesses.**" [The paper](#) (pdf) explains how the US sports gaming industry has progressed dramatically beyond what the US anti-gaming law drafters envisioned. With a system of mostly antiquated laws controlling modern industry, there is confusion across the board. This discussion, sheds light on the US sports gaming legal framework, including analysis of the preeminent US laws that regulate the sports gaming industry and a brief review of various sports gaming businesses that fall within the US legal rubric.

### New Gaming Hall of Fame Inductees Added to Online Exhibit

In addition to the above material, the website has been strengthened by the inclusion of four new entries representing the 2011 class of inductees of the [Gaming Hall of Fame](#). **Sheldon Adelson, Dr. William Eadington, Charlie Palmer, and Blue Man Group** now are featured on individual pages celebrating their achievements and contributions to the gaming industry.

## New Collections & the Problem Gambling Pioneers Initiative

The Center continued processing several recent acquisitions, including the **Julian Taber** and **Arnie and Sheila Wexler** collections, which are part of the **Problem Gambling Pioneers Collecting Initiative**, which seeks to collect and preserve the papers of the pioneers of the problem gambling treatment and advocacy movement. The historical documents collected through this initiative will be housed within Special Collections and will be accessible to all researchers. By acting now, when the memories and papers of the first generation of pioneers are still available, the Center hopes to create an unparalleled archival resource for the study of problem gambling's treatment and advocacy that will be used by researchers for generations to come.

## Coming Soon: A View from Oxford & a Casino Design Exhibit

In December, we are hosting [Research Fellow Thomas Norman](#), a postdoctoral Fellow at Magdalen College, Oxford, who will be conducting research at UNLV Special Collections and giving a [Gaming Research Colloquium](#) talk on **December 8 at 3:30 PM**. His talk, entitled "Game Theory and Poker: The Effect of Variable Bet Sizes," promises to draw a great deal of interest. The event is free and open to the public.

If you can't make the Norman talk, it will be released as a [UNLV Gaming Podcast](#). Also look for more reports, including the monthly Nevada Gaming Statistics comparative study, and a new online exhibit honoring recipients of the **Sarno Award for Lifetime Achievement in Casino Design**.

## Sharing Expertise with the Media

In November, Center Director David G. Schwartz spoke with approximately 30 print, online, radio, and television media contacts on topics ranging from a blackjack scam at an Indian casino (live CNN interview) to sports betting (*Washington Post*).

## Getting in Touch

If you are interested in learning more about the Center's work, discussing how to get involved with supporting the Center, suggesting programming or collecting projects, or simply sharing your comments, please contact director **David G. Schwartz**, 702 895 2242, or [dgs@unlv.nevada.edu](mailto:dgs@unlv.nevada.edu). Thank you for your continued engagement with the Center's work..

### About the Center for Gaming Research

Located within Special Collections at UNLV's state-of-the-art Lied Library, the Center for Gaming Research is committed to providing support for scholarly inquiry into all aspects of gaming. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and information sources.

### About the University of Nevada, Las Vegas

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.