

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

Two Reports on Nevada's Gaming Industry

The Center released the [Nevada Gaming Statistics: October Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of October for the past eight years. In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

In October, Nevada broke a two-month streak of decreases, thanks to largely to a bump in baccarat play on the Strip. In some reporting areas, slot handle increased, pointing to great demand, but this trend did not hold throughout the state. As in previous months, there are several somewhat-conflicting indicators buried in the results, leading to no clear window into the future.

Report on Nevada's New Online Gaming Regulations

On the heels of the December 22 regulatory changes approved by the Gaming Commission, the Center produced a [new report](#): **Nevada's Online Gaming Regulations: Changes Adopted December 22, 2011**. The report has a summary of the regulation changes and a brief explanation of their significance. It is intended for industry, media, and player readers who are curious about the ramifications of the changes. You can read it [here](#) (pdf).

Podcasts: Interview with Paul Steelman, Colloquium on Poker & Game Theory

This month, we posted two [podcasts](#). On December 8, **Thomas Norman**, a Fellow in Economics from Magdalen College, Oxford, gave a Gaming Research Colloquium talk called "Game Theory and Poker: The Effect of Variable Bet Sizes." Norman revisited some of the classic game theory literature and shared his own insights and additions to the field. Later that month, on December 20, we posted the second half of the interview with casino architect **Paul Steelman**. This was a wide-ranging talk that included reflections on his career, the state of the Strip, and his plans for Steel Pier in Atlantic City.

The Steelman interviews are the first in a series that will feature all winners of the **Sarno Award**. See the next item for more about the Center's involvement with the Sarno Awards.

New Online Exhibit: Sarno Awards

Late in the month, the Center unveiled an online exhibit: [The Sarno Awards for Lifetime Achievement in Casino Design](#). This exhibit celebrates the work of the nine winners of the award, which is given annually at the **Global Gaming Expo** in Las Vegas. The most comprehensive entries

contain a brief biography, a complete project listing detailing all of the honorees casino and resort-related projects, a gallery with images of the honoree's best work, and links to audio interviews and other material documenting the honoree's career and impact.

If you are affiliated with one of the honorees featured and would like to enhance their page by adding more images, supplying additional project details, or arranging an oral history interview, please contact Dave Schwartz.

New Collections: Rena Nora, MD and Jeff Simpson

The Center welcomed two new collections in December. The first is the **Rena Nora, MD** Collection, which documents the career of Dr. Nora, a pioneer in the treatment of problem gambling. This collection was donated by Dr. Nora's daughter, Judge Cheryl Moss, as part of the Problem Gambling Pioneers Initiative. The second collection chronicles the career and work of **Jeffery A. Simpson**, a journalist who covered the gaming industry in Las Vegas during some of its most dynamic years. In the coming months, both of these collections will be processed and available to researchers.

Sharing Expertise with the Media

In November, Center Director David G. Schwartz spoke with approximately 25 print, online, radio, and television media contacts. The legalization and development of casinos in Massachusetts and online poker were topics of particular interest this month

Coming Soon: More Podcast Interviews, Reports

We are in the process of scheduling two podcast interviews for January, and will be producing new reports on Nevada's gaming industry as well.

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 initiatives, or simply sharing your comments, please contact director **David G. Schwartz**, 702 895 2242, or 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, masters 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.