

University of Nevada, Las Vegas
Center for Gaming Research Update
May 2014

Upcoming Events

The Center for Gaming Research has two events coming up. They are:

May 15, 3 PM

Stefan Al Gaming Research Colloquium

"Casino Architecture Wars: A History of How Las Vegas Developers Compete with Architectural Design."

[See the flyer](#) (pdf)

May 30, 3 PM

Richard Williams Gaming Research Colloquium:

"Erle Stanley Gardner in Las Vegas"

[See the flyer](#) (pdf)

All events take place in the Goldfield Room in Lied Library. For more information about these events, please visit <http://gaming.unlv.edu/about/events.html> or contact 702-895-2277.

New Report: United States Commercial Casino Revenues

I've gotten an increasing number of questions about whether the national gaming market is saturated, and I figured that the best way to answer it was to get as much data as I could. Here is the result:

[United States Commercial Casino Revenues](#)

States with Commercial and Racetrack Casinos, 2001-13

This report tracks the annual calendar year revenue totals for all commercial casinos states since 2001, with the addition of slot revenues from Connecticut's tribal casinos.

Where possible, I got state data for calendar years; for the few states where that data was not available, I used the American Gaming Association's State of the States reports.

I hope that this report is a good reference for those seeking to understand how individual states and the nation as a whole have fared with gaming revenues since 2001. I've certainly learned a few things from working on it.

2014-15 Eadington Fellowship Application Cycle is Open

The Center for Gaming Research at the University of Nevada, Las Vegas (<http://gaming.unlv.edu>) invites academic faculty and graduate students to apply for the **2014-15 cycle** of William R. Eadington fellowships, which facilitate research into many aspects of both gambling and Las Vegas at UNLV Special Collections. Although primarily in English, the holdings include many texts in French, German, and Italian spanning the 17th to 21st centuries as well as manuscript collections, casino corporate archives, promotional and publicity files, and government publications.

The Center awards two kinds of Eadington fellowships.

Four-week Resident Fellowships offer a \$3,000 stipend. Residencies for these fellowships can be scheduled to conclude **any time** before September 1, 2015—this includes the summer.

Two-week Visiting Fellowships offer a \$1,500 stipend. These residencies can be scheduled **only** during the academic year (September 2014 to May 2015).

Get the pdf version of the [position description](#) | View a pdf of the [flyer](#)

New UNLV Gaming Podcasts

We have posted two new episodes of the [UNLV Gaming Podcast](#):

61-April 11, 2014

Stephen Andrade

"Brave New Play: A Brief Look at Digital Natives, Changing Play Ecosystems, and Wager-Based Gaming"

In this April 11 Gaming Research Colloquium talk, Andrade presents some recent research and insights into new forms of popular digital and reality-based play. New game forms such as cosplay, larping, virtual-location based games, co-presence, and play communities are established norms of play with tens-of-thousands of players/participants and gaining popularity as productive gaming communities.

[Listen to the audio file](#) (mp3) | [View the flyer](#) (pdf)

60-April 3, 2014

Matias Karekallas

"The Ambivalent Images of Las Vegas in Popular Music"

In this 4/3 Gaming Research Colloquium talk, Karekallas discusses how Las Vegas is represented in popular music and the role of music in the portrayal of Las Vegas in popular culture, in place promotion, and in the endorsement of gambling.

[Listen to the audio file](#) (mp3) | [View the flyer](#) (pdf)]

New Paper: Michelle Robinson

The latest occasional paper has been posted:

Paper 24: April 2013

Michelle Robinson. "[Billy Graham Comes to Las Vegas: Faith at Work on the Strip](#)"

ABSTRACT: An exploration of Billy Graham's 1978 Christian Crusade in Las Vegas, this paper argues that the Billy Graham Evangelical Association (BGEA) developed distinctly Vegas-styled evangelical tactics to address challenges posed by the city's fragile religious infrastructure and competing attractions on the Las Vegas Strip. To organize a spectacular and successful ecumenical event that would garner local and national attention, BGEA simultaneously leveraged popular notions of Vegas as "Sin City" while recruiting Christian evangelicals from beyond the city proper to temporarily transform the religious ecology of the Strip.

[View the paper here](#) (pdf)

Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: March 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 ten years.

In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

New report: Atlantic City March 2014 Summary

This is the latest in a series of monthly reports recapping the monthly statistical releases from the Division of Gaming Enforcement and providing a level of analysis not provided in the official release.

[Atlantic City March 2014 Summary](#)

March 2014 and Calendar Year Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated last month:

[Ohio Casinos: Monthly Revenues](#)

Table and Slot Machine Operating Statistics

[Maryland Casinos: Monthly Revenues](#)

Gross Terminal Revenue, Number of Machines, and Win/Unit/Day

[Connecticut Tribal Casinos: Monthly Slot Data](#)

Monthly Handle, Win, Promotional and Other Totals

[Florida Racinos: Monthly Slot Revenues](#)

Units, Credits In, Promotional Credits, Net Revenues, and Other Metrics

[Detroit Casinos: Monthly Statistics](#)

Revenues, Year/Year Change, and Market Share by Casino

William R. Eadington, 1946-2013

The gaming industry lost a major figure last year when Bill Eadington, director of the Institute for the Study of Gaming and Commercial Gambling at the University of Nevada, Reno, passed away. UNLV Libraries has set up a fund to rename the program the William R. Eadington Gaming Fellows, ensuring that “Eadington fellows” will be studying gambling and keeping his work alive for years to come. To contribute to the fund, please contact Libraries development director Tamara Michel Josserand at (702) 895-2239 or tamara.josserand@unlv.edu. To donate online, please [go to this page](#) and, in the scroll down menu, select “Eadington Fellows.”

Sharing Expertise with the Media

In April, Center Director David G. Schwartz spoke with approximately 27 print, online, radio, and television media contacts about a range of topics.

Getting in Touch

To learn more about the Center’s work, discuss how to get involved with supporting the Center, or simply share your comments, please contact director **David G. Schwartz**, 702 895 2242, or dgs@unlv.nevada.edu.

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.