

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

### Job Opportunity: eConnect Associate Analyst

Thanks to generous support from eConnect, the Libraries are hiring a new student associate analyst to assist with the work of the Center. Here are some details:

This student employee position supports the work of the Center for Gaming Research within University Libraries by helping to maintain and improve its collections and analysis of data. This entails accessing data from a variety of government and corporate websites; applying that data to a series of spreadsheets; and publishing the material generated in user-friendly reports. The successful applicant will demonstrate the ability to identify relevant and useful data, to troubleshoot errors, and produce work that is ready to be disseminated.

For more information, including about how to apply, visit the [eConnect Associate Analyst](#) page.

### New Paper: Robert Miller

The latest [Occasional Paper](#) has been posted:

#### **Paper 27: July 2014**

Robert Miller. "[The Construction of Spatial Imaginaries: Luxury, Spectacle, Cosmopolitanism, and the Formation of the Casino-Resort](#)"

ABSTRACT: This paper examines Monte Carlo in the late-nineteenth century and Las Vegas in the mid-twentieth century, and explores how the cities forged specific identities centered upon their casino-resort industries. Casino-resorts came to dominate the economies of these cities and casino-concessionaires, business bureaus, and elites consistently emphasized the luxuriousness, spectacle, and cosmopolitanism of their casino-resort towns. This paper argues that the constant emphasis on luxury, spectacle, and cosmopolitanism allowed these casino-resort towns to appeal to a wide-ranging clientele and to remain commercially viable over time. This comparative study also briefly examines how other tourist-resort centers, from Dubai to Rio de Janeiro and Bangkok to Macau, have sought to emulate the successful promotional model set forth by Monte Carlo and Las Vegas.

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

Miller is a 2013-14 Eadington Fellow. This is a fascinating paper about the parallels between gaming tourism development in Monte Carlo and Las Vegas, with implications for other cities as well.

## Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: June 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 June 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 June 2014 Summary](#)

June 2014 and Calendar Year Revenue Results

## Updated Report: United States Online Gaming

With a few months of online gaming revenue stats out there and discussion about online play intensifying, I figured it was time to post a report with revenue figures from each of the three states with legal online gaming in the U.S. Here it is:

[United States Online Gaming](#)

Monthly statewide and national revenue data for online gaming

## 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

## [Pennsylvania Casino & Racinos](#)

Slot, Table, and Total Revenues by Month, 2012-present

### 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](mailto: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 June, Center Director David G. Schwartz spoke with approximately 39 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](mailto: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.