

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

### Inaugural eConnect Associate Analyst Hired

Thanks to generous support from eConnect, the Libraries was hired a new student associate analyst to assist with the work of the Center. Courtney Nickson is a junior majoring in marketing. She looks forward to using this position as an opportunity to learn more about the gaming industry and its data needs.

### New Paper: Brian Beaton

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

#### **Paper 28: August 2014**

Brian Beaton: "[Can Gaming Be Used in the Nonprofit Sector for More than Fundraising?](#)"

**ABSTRACT:** This paper explores new, game-based volunteering platforms in the sciences and discusses their viability for nonprofit organizations, which have long used gaming for fundraising but not typically in other aspects of their operations. The paper unfolds in two parts. Examples of game-based volunteering platforms in the sciences are examined in Part 1, and their broader significance discussed in regard to the history of science and the history of gaming. The games in question enable volunteers to work remotely with scientific research data and assist with data processing and information management. In Part 2, the paper outlines information management challenges in the nonprofit domain and articulates possible design modifications to the gamebased platforms being developed in the sciences that would make them potentially workable for nonprofits. The modifications proposed, informed by the idea of "context-rich" design, draw inspiration from research into player habits and preferences within existing nonprofit gaming culture, with a focus on bingo, a highly popular form of NPO gaming that normally involves the analysis of individual and clustered number tables.

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

Beaton is a 2012-13 Eadington Fellow. This paper explores an interesting use of gaming for the benefit of nonprofit organizations.

### Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: July 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 reports: Clark County, Washoe County Gaming Footprint

Following the lead of the popular “Nevada Gaming Footprint” report, these papers—the first done by eConnect Associate Analyst Courtney Nickson—chart the development of the gaming industry in Nevada’s two most populous counties.

#### [Clark County Gaming Footprint, 1963-2014](#)

A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present--restricted and non-restricted locations.

#### [Washoe County Gaming Footprint, 1963-2014](#)

A breakdown of total licenses and numbers of games, tables, and slots from 1963 to the present--restricted and non-restricted locations.

### New report: Atlantic City July 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 July 2014 Summary](#)

July 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 43 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.