

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

New Paper: Stefan AI

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

Paper 30: October 2014

Stefan AI: "[Casino Architecture Wars: A History of How Las Vegas Developers Compete with Architectural Design](#)"

ABSTRACT: This paper explores how Las Vegas casino developers have competed with architectural design. Throughout history, they emphasized different elements of the casino complex. This paper will examine three of the most heated wars that occurred between casinos over such elements: the swimming pool wars of the 1950s, the sign wars of the 1960s, and the porte cochère wars of the 1970s. This paper argues how, in the face of competition, each of these elements evolved into truly unique forms that differed greatly from other places. In its relentless pursuit to attract visitors, Las Vegas lay on the forefront of architectural experimentation.

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

Two Reports on Monthly Nevada Gaming Revenues

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 ten years.

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

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

September 2014 and Calendar Year Revenue Results

Updated Report: United States Commercial Casino Gaming

This monthly report includes data for all available jurisdictions.

[United States Commercial Casino Gaming: Monthly Revenues](#)

Monthly combined win totals for (nearly) every U.S. commercial casino and racino jurisdiction

Updated Report: United States Online Gaming

This report condenses the monthly results for all three states that currently offer legal online gaming in the United States.

[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. To donate online, please [go to this page](#) and, in the scroll down menu, select "Eadington Fellows."

Sharing Expertise with the Media

In October, Center Director David G. Schwartz spoke with approximately 33 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.