

CENTER FOR GAMING RESEARCH UPDATE | November 2015

In Residence: Eadington Fellow Alex Kupfer

In October, Eadington Fellow Alex Kupfer began his residency at UNLV Special Collections. Kupfer received his doctoral degree from the Department of Cinema Studies at New York University in fall 2015. His research and teaching interests focus on American film history, nontheatrical motion picture exhibition, and sports culture. He is currently working on a book project which examines the relationship between intercollegiate football, higher education, and American film industries before television.

At the Center for Gaming Research at UNLV, Kupfer will conduct research illuminating the relationship between sports media and cultural memory. To do so, he will examine print and audiovisual materials related to the World Series of Poker (WSOP) and Benny Binion, owner of the Horseshoe Casino. He intends to show how the broadcasts of the WSOP since the tournament began in 1970 constructed an idealized history of poker, gaming culture, Binion, and Las Vegas for multiple generations of television viewers.

Kupfer's Colloquium talk, "The Biggest Game on TV: Benny Binion, the WSOP, and the Nostalgic Construction of Poker's Past," is scheduled for Monday, November 16, 3 PM.

Updated: 3 Nevada Footprint Reports

Now with data through September 30, 2015:

[Nevada's Gaming Footprint, 1963-2015](#)

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

[Clark County Gaming Footprint, 1963-2015](#)

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, 1963-2015](#)

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

Five 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 May for the past ten years.

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

[Nevada Table Games: Historical Hold Percentage Variations](#)

Annual hold percentage averages, with monthly maximum and minimums, 2004-15

[Nevada Slot Machines: Historical Hold Percentage Variations](#)

Annual and Monthly Hold Percentages, 2004-2015

[Nevada Poker, 2004-2015](#)

An Analysis of Monthly Statewide Results

New report: Atlantic City September 2015 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 2015 Summary](#)

September 2015 and Year-to-Date Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated last month:

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

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

[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

Sharing Expertise with the Media

In September, Center Director David G. Schwartz spoke with approximately 28 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.