

University of Nevada, Las Vegas  
Center for Gaming Research Update  
October 2013

### UNLV Gaming Press has launched

A collaboration between the University Libraries, the UNLV Harrah Hotel College, and the UNLV William S. Boyd School of Law, the UNLV Gaming Press will make available, both electronically and in print, the scholarly output of university-sponsored conferences, historic materials that the university holds, and new work that illuminates the legal, economic, social, and historical dimension of gambling and gaming in all of its forms.

Our first book, [\*Frontiers in Chance: Gaming Research across the Disciplines\*](#), is now available for purchase in paperback at all online bookstores and in three ebook platforms: Kindle, Nook, and Kobo.

Our second book, [\*Regulating Internet Gaming: Challenges and Opportunities\*](#), is now available for purchase in paperback at all online bookstores and in three ebook platforms: Kindle, Nook, and Kobo.

In addition, both titles have been added to Amazon's Kindle Matchbook program, which, starting in October, will let readers buy ebook versions of print books they own at discounted rates.

For more information, see <http://gaming.unlv.edu/press/index.html>

### Two Reports on Monthly Nevada Gaming Revenues

The Center released the [\*Nevada Gaming Statistics: August 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 August 2013 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 2013 Summary](#)

July 2013 and Year to Date Revenue Results

### Updated Reports: Monthly Casino Revenues

The following reports were updated in July:

[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 earlier this 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 August, Center Director David G. Schwartz spoke with approximately 31 print, online, radio, and television media contacts about topics ranging from gaming expansion to the August gaming results in several jurisdictions.

## 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.