



Association of Gaming Equipment Manufacturers

**ROY STUDENT, FRANK FANTINI HONORED AS RECIPIENTS OF
ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS
(AGEM) MEMORIAL AWARDS
HONORING JENS HALLE AND PETER MEAD**

LAS VEGAS (October 3, 2022) – Roy Student and Frank Fantini have been named recipients of the Association of Gaming Equipment Manufacturers’ (AGEM) 2022 Memorial Awards. Student received the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism, and Fantini received the Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications.

AGEM created the unique, annual awards program to acknowledge Halle’s and Mead’s lasting impacts on gaming. AGEM formally announces the honorees each year at the Global Gaming Expo (G2E) in Las Vegas, and this year’s awards ceremony will take place on Wednesday, Oct. 12 at 4 p.m. at AGEM’s booth, #3700.

Student is a 50-year gaming and hospitality industry veteran, respected worldwide as an innovator and leader. For the last 15 years, he has been the president and founder of Applied Management Strategies, a global management and marketing consulting company. Previously he served as President of Cyberview Technology; as founder and as Chairman and President of Gaming Systems International (GSI); SVP of Sulcus Hospitality Group; and as VP of the Business Systems division and as VP of Gaming Operations for General Instrument Corporation; as Hospitality Business Unit Director for Siemens Nixdorf; President of Dirson Enterprises; and President of Intermark Gaming. He also was on the executive team of the opening of the original MGM in December 1973. He has spoken at countless gaming and wagering conferences worldwide, and he is on the Advisory Boards of UNLV, Mob Museum and Mars World and has extensive gaming contacts and relationships within various global regions.

AGEM President David Lucchese, who also serves as Executive Vice President, Sales, Marketing & Digital at Everi said, “Throughout his career, Roy has bent the arc of the industry’s history toward innovation, from the landmark MGM property in 1973 up to the present day. His insights and opinions, along with the prodding and encouraging he has given and continues to give behind-the-scenes to leaders at all levels, have permanently shaped the industry and left a lasting legacy.”

Fantini is a life-long investor and career newspaper journalist, publisher and executive, and he created Fantini Research in the year 2000, publishing the first *Fantini’s Gaming Report* on the very first workday of the new millennium. Initially, *Fantini’s Gaming Report* served institutional investors, and it soon became a daily service to corporate level gaming investors, both casino operators and those in games and technology. Although based in Fantini’s hometown of Dover, Delaware, the company evolved into one with employees throughout the U.S. In January 2022, he decided to step back from his all-consuming schedule and sold Fantini Research to long-time business associate Todd Eilers at Eilers & Krejcik Gaming. Fantini Research, under the leadership of long-time executive Ashley Diem, continues to provide its full range of services. Fantini, meanwhile, continues writing his weekly column, offering consulting services and serves as a consultant to Eilers & Krejcik, all while being able to spend more time with his wife Ali.



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AGEM Executive Director Daron Dorsey said, “Frank has been part of a gaming supplier executive’s workday for decades, whether through his research, commentary, analysis or interviews surrounding the gaming industry. His commitment and dedication to delivering insight and context to the ever-changing global gaming marketplace is greatly appreciated by our entire industry. Frank is a well-deserving recipient of this year’s Peter Mead award.”

Previous winners of the Jens Halle Award are Len Ainsworth, Rick Meitzler, Gavin Isaacs, Tom Nieman, Robert “Bob” McMonigle, and Sebastian Salat. Previous winners of the Peter Mead Award are Howard Stutz, Roger Gros, Frank Legato, Dave Palermo, David Orrick, and Alan Feldman.

Halle, a longtime Bally and Novomatic executive in Europe, was most recently CEO of Gauselmann Group’s Merkur Gaming. Mead was founder and publisher of *Casino Enterprise Management* magazine.

Current gaming professionals were nominated for these memorial awards based on the following criteria that aim to capture the unique attributes displayed by Halle and Mead during their storied careers:

Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism

Nominees must have experience working in the global gaming supplier sector for a minimum of 10 years and possess the following traits and qualities that Jens displayed throughout his working life: Professionalism, business success, international scope, attention to detail and timely follow-up; a willingness to ‘go the extra mile,’ both figuratively and literally; a sense of humanity in an oft-times cutthroat business; a recognition of the importance of a handshake and a fair deal for all; and a dedication to the health of the industry as a whole.

Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications

Nominees must have experience working in the mainstream media, gaming trade press or individual gaming company PR/communications for a minimum of 10 years and possess the following traits and qualities that Peter displayed throughout his working life: Quality reporting and communication with an emphasis on personal contact to generate ideas and gather information; taking risks and questioning the status quo; challenging the industry to consider new ideas; and identifying trusted partners to improve the overall product.

About AGEM

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, iGaming / online, game content, table games, sports betting, key components and support products and services for the gaming industry. AGEM works to further the interests of gaming equipment suppliers throughout the world through political action, regulatory influence, trade show partnerships, educational alliances, information dissemination and good corporate citizenship to create benefits for every company within the organization. Together, AGEM has assisted regulatory agencies and participated in the legislative process to solve problems and create a business environment where AGEM members can prosper while providing a strong level of support to education and responsible gaming initiatives. For more information, visit www.AGEM.org.



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The current AGEM membership roster includes companies based in 22 countries and is a who's who of the technology supplier segment of the global gaming industry: AGEM Gold Members: AGS, Ainsworth Game Technology, Aristocrat Technologies, Everi, International Game Technology (IGT), Konami Gaming, Merkur Gaming, NOVOMATIC Group, Scientific Games and Sega Sammy Creation. AGEM Silver Members: Aruze Gaming America, Betson Enterprises, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Inspired Entertainment, JCM Global, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. AGEM Bronze Members: Abbiati Casino Equipment, Action Gaming, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., BetConstruct, Bingotimes Digital Technology, Bluberi, Cammegh Limited, Century Gaming Technologies, Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Empire Technological Group (ETG), Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, House Advantage, Incredible Technologies, Interblock USA, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming & Electronics, Play'n GO, PDS Gaming, Prometeo IT Solutions, Spintec, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies and Win Systems. AGEM Associate Members: Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, AI in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Astound, Automated Systems America, Inc. (ASAI), Axiomtek, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, Comer Holdings, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, eConnect, Enterprise Holdings, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fennemore Craig, Fulwood Media, Fox Rothschild, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, General Touch, Genesis Gaming Solutions, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Greenberg Traurig, Howard & Howard, Impact Components, Innovum Technologies, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazcano Sámano, Lightstone Solutions, Marker Trax, Nanoptix, NRT Technology Corp., Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Reed Exhibitions, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, SAGSE, SCA Gaming, Shenzhen TMD Technology, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The Innovation Group, The United States Playing Card Company, Teatro, Touch Dynamic, Tournament One, TOVIS, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

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