



Association of Gaming Equipment Manufacturers

FOR IMMEDIATE RELEASE – Jan. 12, 2022

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES RESULTS OF OFFICER ELECTIONS

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of the Directors has elected a new slate of officers under the leadership of AGEM President David Lucchese, Executive Vice President - Sales, Marketing & Digital for Everi.

Lucchese's position as President was not up for election as he transitions into the second year of a 2-year term, but 1-year terms were approved for:

- AGEM Vice President Ryan Comstock (Chief Operating Officer, Ainsworth Game Technology)
- AGEM Vice President Elaine Hodgson (President / CEO, Incredible Technologies)
- AGEM Vice President Luke Orchard (Senior Vice President, Chief Compliance & Risk Management Officer, IGT)
- AGEM Vice President Robert "Bob" Parente (Executive Vice President, Chief Revenue Officer, Gaming, Scientific Games)
- AGEM Secretary Thomas Jingoli (Executive Vice President, Chief Operating Officer, Konami Gaming)
- AGEM Treasurer Hector Fernandez (President – Americas & EMEA, Aristocrat Gaming)

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, the members of AGEM work together 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.

The current AGEM membership roster, 172 companies strong based in 22 countries, 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, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Global Payments Gaming Services, Inspired Entertainment, JCM Global, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Acres, Action Gaming, Alfastreet, APEX gaming, Atlas Gaming, BetConstruct, 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, Gamblit Gaming, GameCo, 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., Next Gaming, Patriot Gaming & Electronics, PDS Gaming, Play'n GO, Prometeo IT Solutions, Spintec, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies and Win Systems. **AGEM Associate Members:** ADLINK Technology, Advantech-Innocore, Agilysys, AI in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Automated Cashless Systems (ACS), Axiomtek, BDO, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, CMC Trading Engineering (International) Ltd, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, eConnect, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fennemore Craig, Fireplay Games, 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, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Components, Innovum Technologies, Intel, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazcano Sámano, Lewis Roca, Lightstone Solutions, LOTREC Games, Marker Trax, MdME Lawyers, MicroTouch TES, Nanoptix, Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Passport Technology, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, RX, SAGSE, SCA Gaming, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, SuperBook Sports, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The Innovation Group, The United States Playing Card Company, Theatro, Touch Dynamic, Tournament One, TOVIS, UL, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, Yogonet and Young Electric Sign Company (YESCO).

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