



Association of Gaming Equipment Manufacturers

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# **AGEM ANNOUNCES 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 effective February 1, 2023, including a new President, Robert “Bob” Parente, Executive Vice President and Chief Business Development Officer for Light & Wonder. Parente succeeds David Lucchese, Executive Vice President of Sales, Marketing & Digital for Everi, as President of AGEM and whose leadership helped AGEM navigate the challenges of the last two years.

In addition to Parente’s election as President for a two-year term, AGEM also elected the following Officers for one-year terms:

- 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 David Lucchese (Executive Vice President of Sales, Marketing & Digital - Everi)
- AGEM Vice President Tom O’Brien (President, Americas & EMEA – Aristocrat Gaming)
- AGEM Secretary Thomas Jingoli (Executive Vice President, Chief Operating Officer - Konami Gaming)
- AGEM Treasurer Ryan Comstock (Chief Operating Officer - Ainsworth Game Technology)

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 assists regulatory agencies and participates 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](http://www.AGEM.org).

The current AGEM membership roster 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, Light & Wonder, Merkur Gaming, NOVOMATIC Group, Playtech 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, 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, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, 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, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Axiomtek, BDO, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, Cooper Levenson, CS-1 Transportation, Deloitte LLP, DiTronics Financial Services, Duane Morris LLP, eConnect, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fenmore Craig, 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, Howard & Howard, Impact Components, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazcano Sámano, Lewis Roca, Lightstone Solutions, Marker Trax, MicroTouch TES, Nanoptix, Nutanix, Omron, Outpost Creative, Passport Technology, Patir Casino Seating, Plan A Technologies, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, RX, SAGSE, SCA Gaming, Sightline Payments, Softweave, southfi, 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, Touch Dynamic, TOVIS, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, and Yogonet.

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