



Association of Gaming Equipment Manufacturers

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Media contacts:

David Lucchese
AGEM President
(702) 855-3018
David.Lucchese@Everi.com

Marcus Prater
AGEM Executive Director
(702) 812-6932
Marcus.Prater@AGEM.org

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 a new President — David Lucchese, Executive Vice President - Sales, Marketing & Digital for Everi.

Previously an AGEM Vice President, Lucchese replaces Luke Orchard as President for a 2-year term, while Mr. Orchard, Senior Vice President, Chief Compliance & Risk Management Officer for IGT, moves to a Vice President position for a 1-year term. One-year terms were also approved for:

- AGEM Vice President Elaine Hodgson (President / CEO, Incredible Technologies)
- AGEM Vice President Thomas Jingoli (Executive Vice President, Chief Operating Officer, Konami Gaming)
- AGEM Vice President Robert “Bob” Parente (Senior Vice President, Chief Revenue Officer, Gaming, Scientific Games)
- AGEM Secretary Eric Fisher (Senior Vice President and GM, Crane Payment Innovations)
- AGEM Treasurer Hector Fernandez (President - Americas, Aristocrat Technologies)
- AGEM General Counsel Daron Dorsey (Senior Vice President and General Counsel - Americas, Ainsworth Game Technology)

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, game content, table games, online technology, 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, 187 companies strong based in 22 countries, is a who's who of the 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:** Action Gaming, Aruze Gaming America, Betson Enterprises, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Inspired Gaming, JCM Global, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., Atlas Gaming, BetConstruct, Bingotimes Digital Technology, Bluberi, Cammegh Limited, Century Gaming Technologies, CG Technology (CGT), Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Empire Technological Group (ETG), Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gambit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, House Advantage, Incredible Technologies, Interblock USA, Jackpot Digital, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming & Electronics, PDS Gaming, Spintec, Prometeo IT Solutions, Synergy Blue, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies, Win Systems and Worldpay Gaming. **AGEM Associate Members:** 3M Touch Systems, Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Astound, Automated Cashless Systems (ACS), Automated Systems America, Inc. (ASAI), Axiomtek, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, Clarion Gaming, CMC Trading Engineering (International) Ltd, 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, Fantini Research, Fennemore Craig, Finnegan, Henderson, Farabow, Garrett & Dunner, Fox Rothschild, G2 Game Design, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, General Touch, Genesis Gaming Solutions, GET IN Global, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Display Solutions, Innovum Technologies, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazcano Sámano, Lightstone Solutions, Majestic Realty, Marker Trax, MdME Lawyers, Nanoptix, NRT Technology Corp., Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Panasonic Corporation, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Proforma GPS, RAD Game Tools, Reed Exhibitions, Regulatory Management Counselors (RMC), RES, Rising Digital, RSM US LLP, SAP, SCA Gaming, Shenzhen TMD Technology, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, TACK Electronics, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The Innovation Group, The United States Playing Card Company, Touch Dynamic, Tournament One, TOVIS, TraffGen USA, UL, U.S. Bank, USI Insurance Services, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

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