



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES CONTRACT EXTENSIONS, TRANSITION TO NEW LEADERSHIP IN 2022

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of Directors has approved a contract extension for Executive Director Marcus Prater through February 2022 before transitioning to new leadership beginning March 1, 2022.

Prater has been Executive Director since March 2008 and the Board has established a search committee to identify his replacement. Information for qualified applicants is posted at www.AGEM.org/News.

The Board also approved a 1-year contract extension for AGEM Director of Responsible Gaming Connie Jones, now in her eighth year with the organization.

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, 177 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, 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., Atlas Gaming, 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, Gambit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, House Advantage, Incredible Technologies, Interblock USA, Jackpot Digital, 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, Agilyssys, AI in Motion, 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, 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, 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, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, 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, MdME Lawyers, 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, UL, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

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