



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) JOINS INDUSTRY PARTNERS TO FOCUS ON RESPONSIBLE GAMING EDUCATION

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) and its 184 member companies from 22 countries are proud to join the American Gaming Association (AGA) and all industry partners in celebrating Responsible Gaming Education Week (RGEW) – Sept. 13-19, 2020.

The event, created by the AGA in 1998, is held each year at this time and creates an opportunity for gaming companies individually and the industry as a whole to increase awareness of problem gambling and to promote responsible gaming programs nationwide. It also provides a specific opportunity to refresh employee training, promote transparency and gaming literacy to customers, and work with community partners on advancing responsible gaming initiatives

This year's theme is "Have a Game Plan.™ Bet Responsibly," a campaign to educate new consumers and seasoned bettors alike on responsible sports wagering as legal sports betting continues to expand across the country. This public service campaign focuses on educating bettors on the principles of responsible sports wagering: setting a budget, keeping it social, knowing the odds, and playing legally.

AGEM's efforts extend beyond education to include financial support of critical organizations and entities that provide problem gambling awareness, treatment and research. Because of the COVID-19 pandemic, funding for problem gambling services in the state of Nevada was slashed this year by more than 40 percent. The AGEM-GLI Lasting Impact Philanthropic Initiative has stepped up with a \$200,000 contribution over 2 years to the Dr. Robert Hunter International Problem Gambling Center in Las Vegas. Moreover, AGEM has been a longstanding contributor to the International Center for Responsible Gaming, the National Council on Problem Gambling, the Nevada Council on Problem Gambling and other worthy organizations.

Additionally, AGEM's game plan involves networking with others to expand understanding of disordered gambling. Through the AGA's Responsible Gaming Collaborative, AGEM has worked closely with other industry members, academic professionals and advocacy groups to chart a new course on the complex issue of responsible gaming.

"With the expansion of gaming that includes legal sports betting and new online activity, our commitment to responsible gaming is focused on continuing to work with regulators, operators and the problem gambling community to help ensure a safe and enjoyable gaming experience," AGEM Executive Director Marcus Prater said. "We're proud to have Connie Jones, one of the leading experts in this field, working for us as AGEM Director of Responsible Gaming and providing both the AGEM Responsible Gaming Committee and the full membership with valuable guidance and insight."

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.

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The current AGEM membership roster, 184 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, Gamblit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, 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 United States Playing Card Company, Touch Dynamic, Tournament One, TOVIS, TraffGen USA, UL, U.S. Bank, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

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