



National Indian Gaming Commission

Training & Technical Assistance 2011 Survey

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Training & Technical Assistance

- ❑ *Major initiative of the Commission.*
- ❑ *Commission views training and technical assistance as an essential component of our mission and our commitment to collaboration with Tribes.*
- ❑ *Successful regulation depends upon a properly trained, skilled and informed workforce.*
- ❑ *Well-targeted training and technical assistance programs provide a foundation that maintains the integrity and success of Indian gaming.*

Training & Technical Assistance

Provided pursuant to 25 U.S.C. §2706(d)

Preventative Measure

- Preempt potential violations
- Decrease compliance issues
- Reduce need for additional regulations
- Enhance operations & performance

Training & Technical Assistance

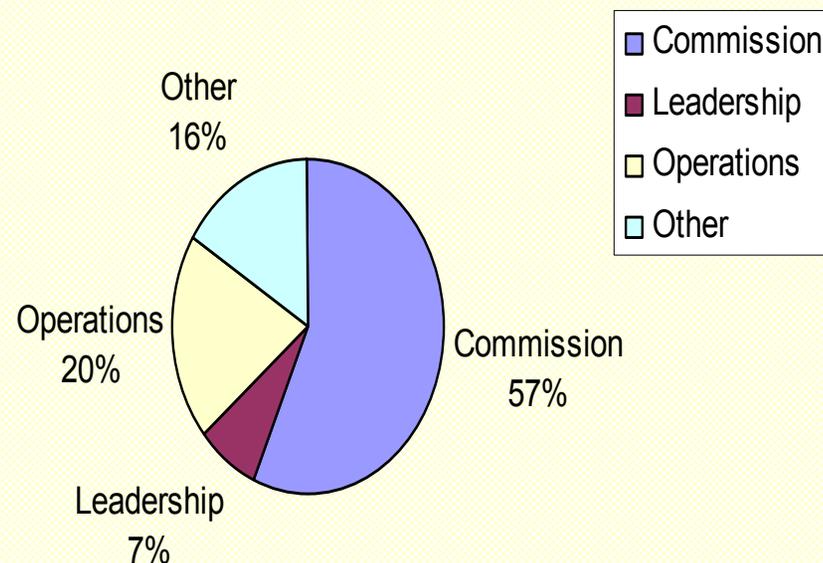
OBJECTIVES . . .

- ❑ Review & Evaluate Program
- ❑ Target Training Activities/Agency Resources
- ❑ Identify Partnerships
- ❑ Improve Offerings
- ❑ Maximize limited resources/improve participation/Better meet Tribal concerns

Training & Technical Assistance 2011 Survey

- ❑ 596 surveys sent to tribal leadership, gaming commissions, operations personnel on Jan. 13, 2011
- ❑ 255 responses received
- ❑ 123 gaming tribes (50%) participated in the Survey

Surveys Returned by Position



Survey Results

AND THE SURVEY SAYS . . .

- ❑ 48% of respondents indicated they have attended NIGC training
- ❑ Barriers to participation include:
 - Funding
 - Distance
 - Awareness of what NIGC offers
 - Time

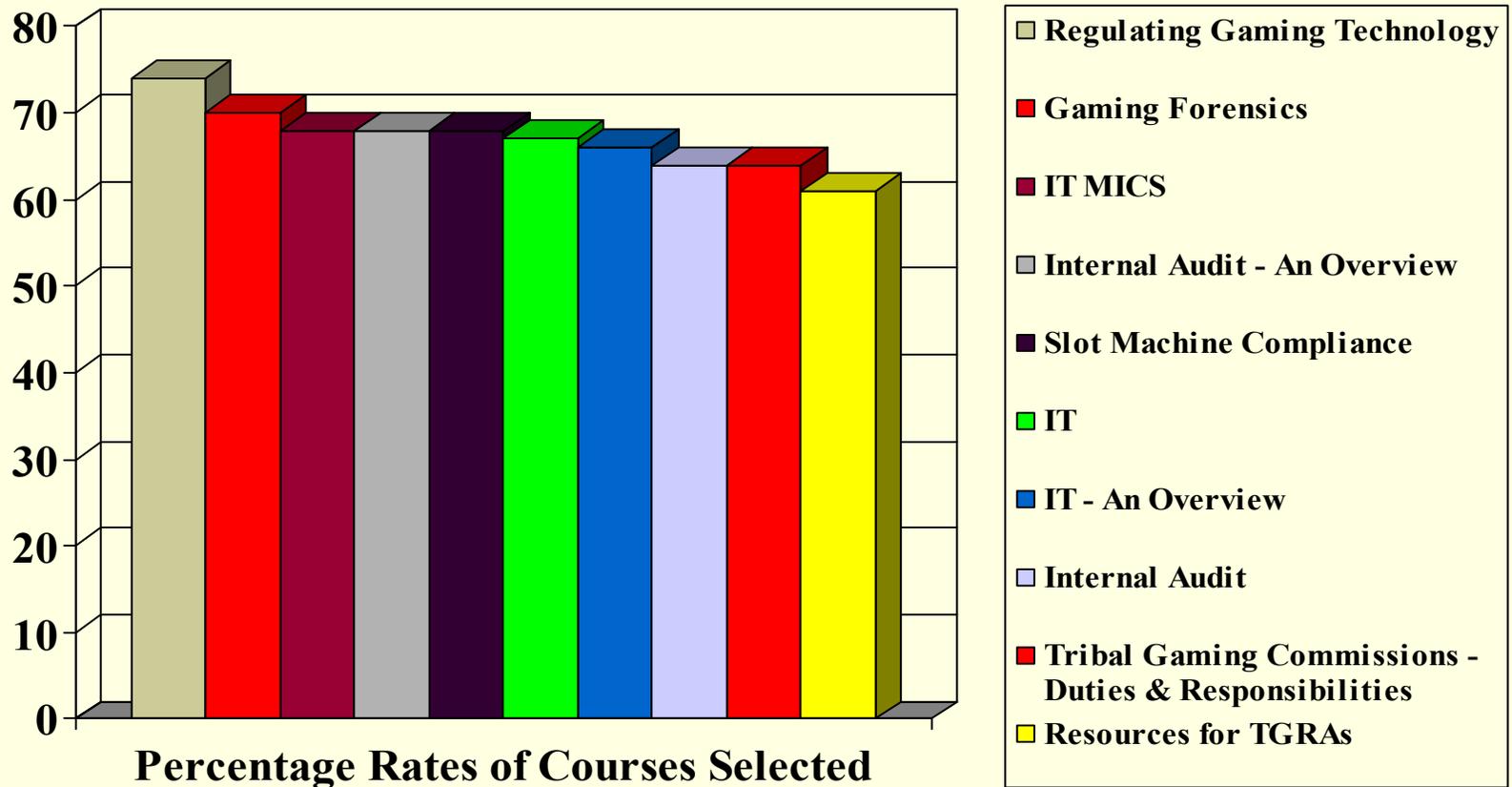
Survey Results

AND ABOUT . . .

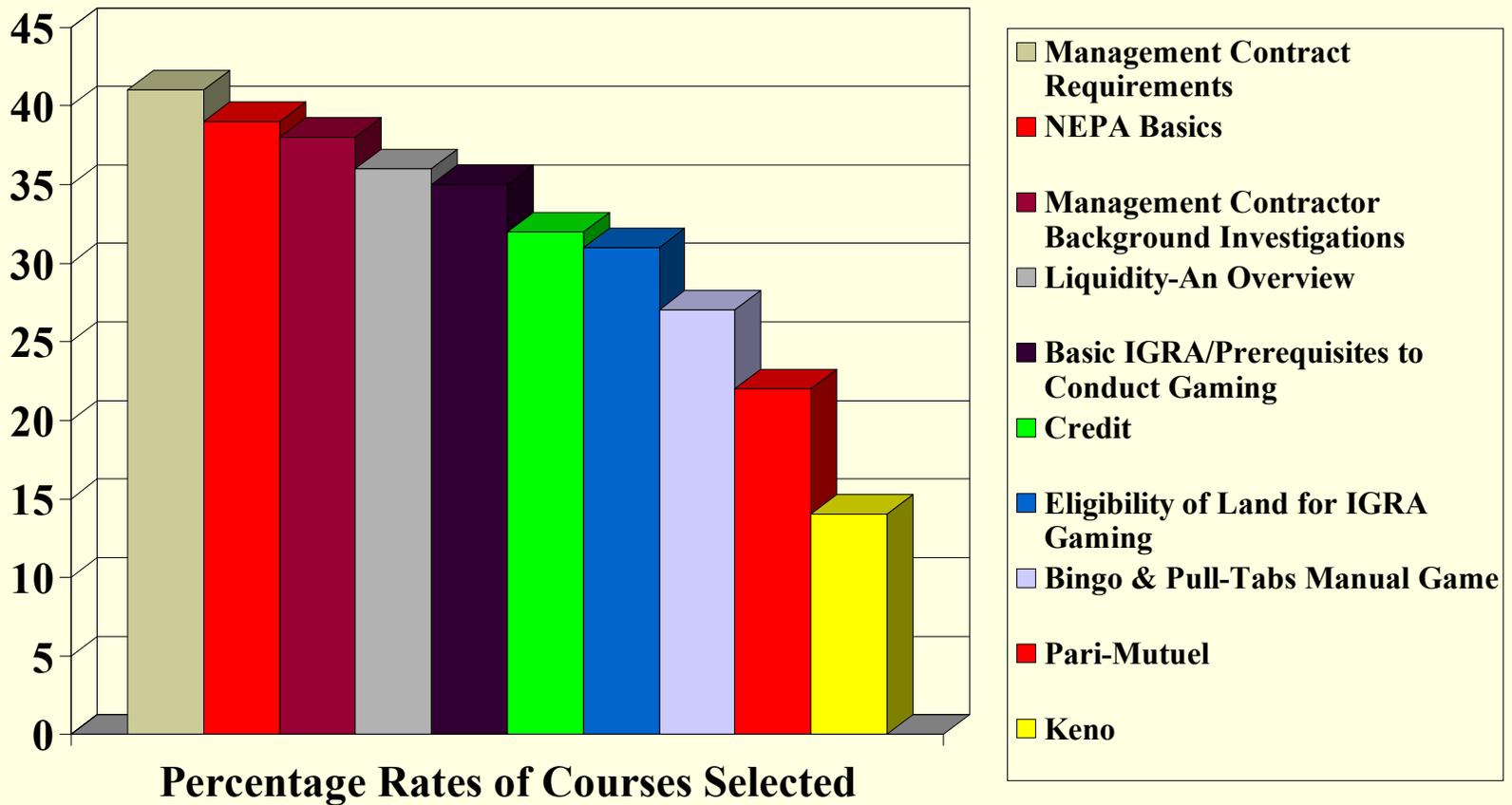
- ❑ Rankings of Current Courses
 - ↑ need for “IT” and internal audit related courses
 - On-going preference for fundamentals
 - Decreased demand for “pre-gaming” courses

- ❑ Current Curriculum
 - Refresher courses
 - Advanced courses

Highest Ranked Courses



Lowest Ranked Courses



Survey Results

Results confirmed that NIGC needs to tailor course offering to align with priorities of tribal government and operations positions.

<i>Leaders</i>	<i>Commissioners</i>	<i>Operations</i>
Internal Audit	Regulating Gaming Technology	Enterprise Risk Management
Emergency Preparedness	Gaming Forensics	IT MICS
IT- An Overview	Internal Audit	IT

Survey Results

AND FINALLY . . .

❑ Identified Preferences

- ✓ Overcome barriers to participation
- ✓ Advanced, practical and “refresher” courses
- ✓ Game Technology and Audit training
- ✓ IT and practical “hands-on” type courses
- ✓ Increased use of available technology

Next Steps

- ❑ The executive summary will be posted on our website.
- ❑ A new course catalog will be developed.
- ❑ More requested & advanced courses to be offered.
- ❑ Research & develop potential partnerships.