

NIGC

Presents



Regulating Gaming Technology (RGT)

University of Nevada, Las Vegas
 William F. Harrah College of Hospitality | Stan Fulton Building
 4505 Maryland Pkwy | Box 456037 | Las Vegas, NV 89154-6037

Tuesday, April 28, 2026

Session Times (Pacific Time)	Session Titles	Presenter(s)
7:45 a.m. – 9:00 a.m.	Introductions and Keynote <i>Session description coming soon</i>	Mike Dreitzer, Chairman, Nevada Gaming Control Board
Break		
9:15 a.m. – 10:45 a.m.	Auditing Information Technology (IT) (25 CFR, Part 543.20) with NIGC IT Toolkit	Eddie Hall, TRACS Auditor, NIGC
Break		
11:00 a.m. – 12:00 p.m.	Systems 101 – Online Accounting & Player Tracking Foundations	Sean Mason, Senior Director of Tribal Services, BMM
Lunch		
1:30 p.m. – 2:45 p.m.	Incorporating and Regulating: AI in Tribal Gaming	Jeran Cox, TRACS Auditor, NIGC
Break		
3:00 p.m. – 4:00 p.m.	How Regulators can Leverage GSF For Increased Cyber Resilience	Joseph Bunevith, Vice President, Government Relations and Regulatory Affairs, GLI



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Wednesday, April 29, 2026

Session Times	Session Titles	Presenter(s)
8:00 a.m. – 8:30 a.m.	Networking	Kirian Fixico, Training Specialist, NIGC
Break		
8:45 a.m. – 10:15 a.m.	Cloud Computing in Tribal Gaming: Common Questions and Concerns	Jeran Cox, TRACS Auditor, NIGC
Break		
10:30 a.m. – 12:00 p.m.	AI in Regulated Gaming: From Principles to Enforceable Oversight	Earle G. Hall, President & CEO, AXES.ai
Lunch		
1:30 p.m. – 2:30 p.m.	Tribal-ISAC Insights: Evolving Cyber Risks and Regulatory Considerations for Tribal Gaming	Robin Villareal, Chief Information Officer, Gila River Resorts and Casinos, TribalHub (ISAC)
Break		
2:45 p.m. – 4:00 p.m.	Information Technology (IT) Threats for Casinos	Eddie Hall, TRACS Auditor, NIGC
4:00 p.m.	Wrap-up – End of Event	NIGC Staff

*** Agenda subject to change. ***

Course Descriptions – Tuesday, April 28, 2026

Introductions and Keynote

Session description coming soon.

Presenter: Mike Dreitzer, Chairman, Nevada Gaming Control Board

Auditing Information Technology (IT) (25 CFR, Part 543.20) with NIGC IT Toolkit

The course will explore the 543.20 Minimum Internal Control Standards (MICS) for Class 2 gaming. We will discuss commonly identified problem areas during a typical IT audit plus how to apply relevant best practices for overcoming the recognized concerns. Utilizing real world examples, we will highlight various MICS and emphasize common IT compliance issues.

Presenter: Eddie Hall, TRACS Auditor

Systems 101 – Online Accounting & Player Tracking Foundations

The *Systems 101* course provides participants with a comprehensive understanding of how modern casino slot systems operate, how they integrate with enterprise casino management platforms, and how financial, regulatory, and operational processes rely on accurate system functionality.

This course covers essential concepts such as slot machine communication protocols, online accounting systems, player tracking, TITO (Ticket-In/Ticket-Out), regulatory compliance, system architecture, and best practices for slot floor readiness. Participants gain both technical and operational insight into the systems that support casino gaming environments, enabling stronger performance, compliance, and cross-department coordination.

Presenter: Sean Mason Senior Director of Tribal Services, BMM

Incorporating and Regulating AI in Tribal Gaming

This session will focus on Artificial Intelligence (AI) within the gaming industry and elsewhere.

Participants will learn how AI has been used in gaming for years, and how AI will continue to evolve and affect our work environments. From a gaming regulatory perspective, the course will address some of the benefits and dangers of this rapidly progressing technology, and ways to reduce risk to tribal assets via effective controls. **Presenters:** Jeran Cox, TRACS Auditors, NIGC

How Regulators can Leverage GSF For Increased Cyber Resilience

As cyber threats become more sophisticated and frequent, regulators face increasing pressure to ensure consistent, measurable, and enforceable cybersecurity standards across the gaming industry. The GLI Gaming Security Framework (GSF) offers a proven, risk-based approach specifically designed to meet the operational and compliance challenges of gaming environments.

In this session, attendees will gain a practical understanding of how the GSF can be used to:

- Validate and compare the cyber maturity of licensees
- Create greater audit efficiency and transparency
- Reduce ambiguity and strengthen regulatory oversight
- Support a more secure, stable, and resilient gaming ecosystem

The presentation will also provide a strategic look at the GSF roadmap—what's in development now, what's coming next, and how regulators can benefit from alignment as the framework evolves.

Clear, actionable, and designed for real-world application, this session will help regulators enhance their cybersecurity posture and confidently navigate today's dynamic threat landscape.

Presenter: Joseph Bunevith, Vice President, Government Relations and Regulatory Affairs, GLI

Course Descriptions – Wednesday, April 29, 2026

Cloud Computing in Tribal Gaming: Common Questions and Concerns

This course will focus on cloud-based computing, what it is, how it is being utilized in gaming, and technical and regulatory challenges to consider before, during, and after incorporating cloud-based systems in a Class II or Class III casino environment. Participants will gain an understanding beyond a definition of “the cloud,” as real-life examples and commonly asked questions from tribes to the NIGC will be covered throughout this session. **Presenter:** Jeran Cox, TRACS Auditors, NIGC

AI in Regulated Gaming: From Principles to Enforceable Oversight

Artificial intelligence is increasingly embedded in regulated gaming environments, often faster than regulatory frameworks are evolving to govern it. As a result, regulators are being asked to oversee systems they did not design, do not operate, and cannot meaningfully evaluate using traditional compliance tools.

This session provides regulators with a practical, implementation-focused framework for Ethical AI oversight, grounded in three non-negotiable pillars: mathematics, usage, and information. Rather than focusing on abstract principles, the presentation maps each pillar to the actors inherently responsible for it—-independent testing and certification bodies, licensees and boards, cybersecurity teams, and third-party technology providers.

The session examines why ethical AI policies consistently fail at implementation, why algorithmic fairness must be independently validated as part of certification and licensing, how AI usage can be governed without distorting competition, and why information integrity, ownership, and third-party data dependency now represent the most significant and least understood regulatory risk.

The objective is to equip regulators with a clear mental model, shared language, and actionable oversight approach to confidently engage with Ethical AI in an AI-driven regulatory environment.

Presenter: Earle G. Hall, President & CEO, AXES.ai

Tribal-ISAC Insights: Evolving Cyber Risks and Regulatory Considerations for Tribal Gaming

Cybersecurity threats continue to grow more sophisticated across tribal governments and enterprises, with implications for tribal gaming operations. In this session, we’ll unpack current ransomware trends, Business Email Compromise (BEC) activity, and how emerging risks, especially around artificial intelligence (AI) usage, are reshaping prevention and response strategies. Drawing directly from *The Pulse: The State of Cybersecurity Within Tribal Nations* and related Tribal-ISAC research, you’ll gain evidence-based insights into real vulnerabilities, staffing, and actionable mitigation approaches.

Explore how tribes are benchmarking their cybersecurity posture and what that means for regulators responsible for governance and oversight. We’ll also discuss how forthcoming and evolving standards may intersect with these findings, including expectations around incident response planning, tabletop exercises, and federal resources. Leave with practical strategies for staying current to enhance resilience, support regulatory compliance, and bolster defenses across tribal gaming environments.

Presenter: Robin Villareal, Chief Information Officer, Gila River Resorts and Casinos, TribalHub(ISAC)

Information Technology (IT) Threats for Casinos

The course will assist tribal gaming regulators, operations, and IT personnel to gain understanding of how to protect gaming operations from threat actors. Topics will include but not be limited to current and trending threats to IT systems, security within the technology framework (i.e. ransomware, social engineering, etc.) and focus on threats, vulnerabilities and processes in the casino. Attendees will learn what risks exist and how best to combat them. **Presenter:** Eddie Hall, TRACS Auditors, NIGC