IT-113 - IT Basics Participant Guide

IT-113 Information Technology Basics

Information Technology Division

KEY POINTS

Welcome to IT-113 Information Technology Basics

Thank you for taking the time out of your busy schedules to join us for this Updated Regulating Gaming Technology course. As you might or might not know we suspended the RGT last year to give us an opportunity to update the previous RGT courses. We are hopeful that you will find this interactive.

In order for this course to be worthwhile we challenge you to participate in the activities and ask questions this will not only be beneficial to you but other attending the course.

Some of this material is heavy with the use of acronyms and some might find it dry, so we will ensure that breaks are given often. But, if for whatever reason, we haven't given one and one is needed speak up.

Throughout this training we have included live interactive polling which is designed to give immediate feedback, so please participate.

Knowledge Reviews & Course Evaluations

Knowledge Review Purpose

- Check for immediate understanding and retention
- Used to improve courses
- Provide your name & email address
- Completed twice:
  - at the end of the course
  - 90 days after course via email

Evaluation Purpose

- Allow participants to provide immediate feedback on their experience
- Encouraged to include ideas and recommendations
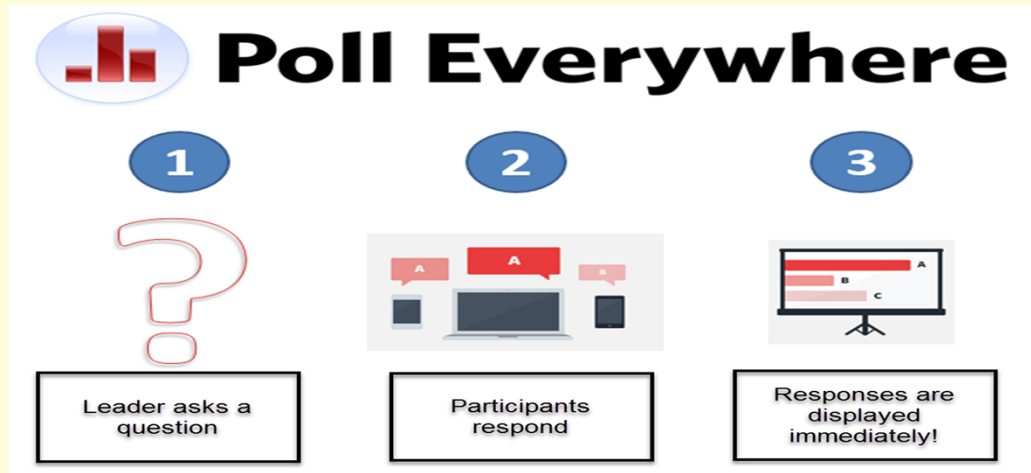- Will be used to improve the course

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KEY POINTS

KEY POINTS
During the presentations we will be asking you polling question and we would you like to practice using the Poll Everywhere.
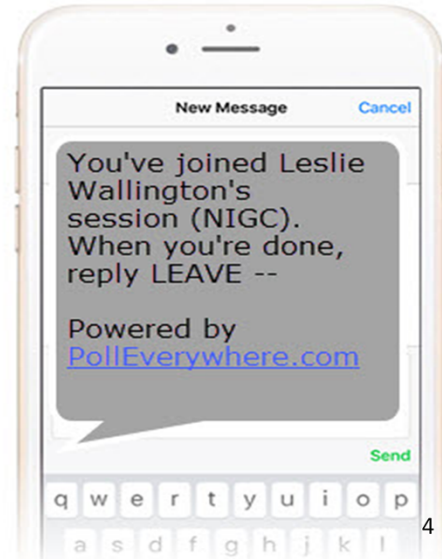
Your participation is voluntary and your responses are anonymous.

Response from Poll Everywhere

1. You will receive a text message confirming that you are in the polling session.
2. Do **NOT** select the PollEverywere.com link.
3. Now you can enter your response to the poll as a text message.

New Message **Cancel**

You've joined Leslie Wallington's session (NIGC). When you're done, reply LEAVE --

Powered by PollEverywhere.com

Send

KEY POINTS

After your first text sent to 22333 you will receive a confirmation message.

Do NOT select the link included here.

Simply respond to the poll listed on the powerpoint.

KEY POINTS

We're going to have a practice poll question so you get used to using Poll Everywhere.

1. Text **NIGC** to **22333** to join the session.
2. Then text your response to the question:

How did you travel to the conference?

A.   Plane

B.   Train

C.   Car

D.   Foot/Bicycle

KEY POINTS

Poll Title: **How did you travel to the conference?**

https://www.polleverywhere.com/multiple_choice_polls/yIdbms0zVYqpfn5

A.   Plane
B.   Train
C.   Car
D.   Foot/Bicycle

Poll #1

How would you rate your IT experience level in a Casino environment?
- A. Low
- B. Medium
- C. High

KEY POINTS

Poll #2

How would you rate your experience level in the differences between what Class II Gaming is vs Class III Gaming?

A. Low
B. Medium
C. High

KEY POINTS

IT Basics - Overview

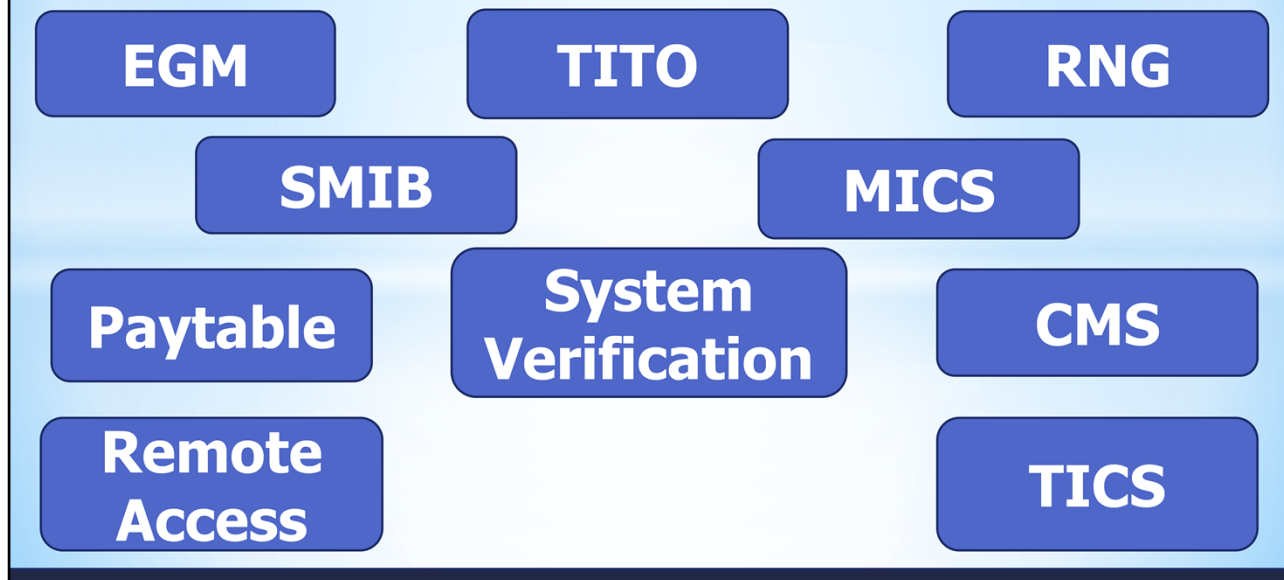- Gaming Terminology
- Class II Review
- Class III Review
- Activities

KEY POINTS

This short course is designed to provide a baseline of IT knowledge for all participants as it relates to the gaming industry.
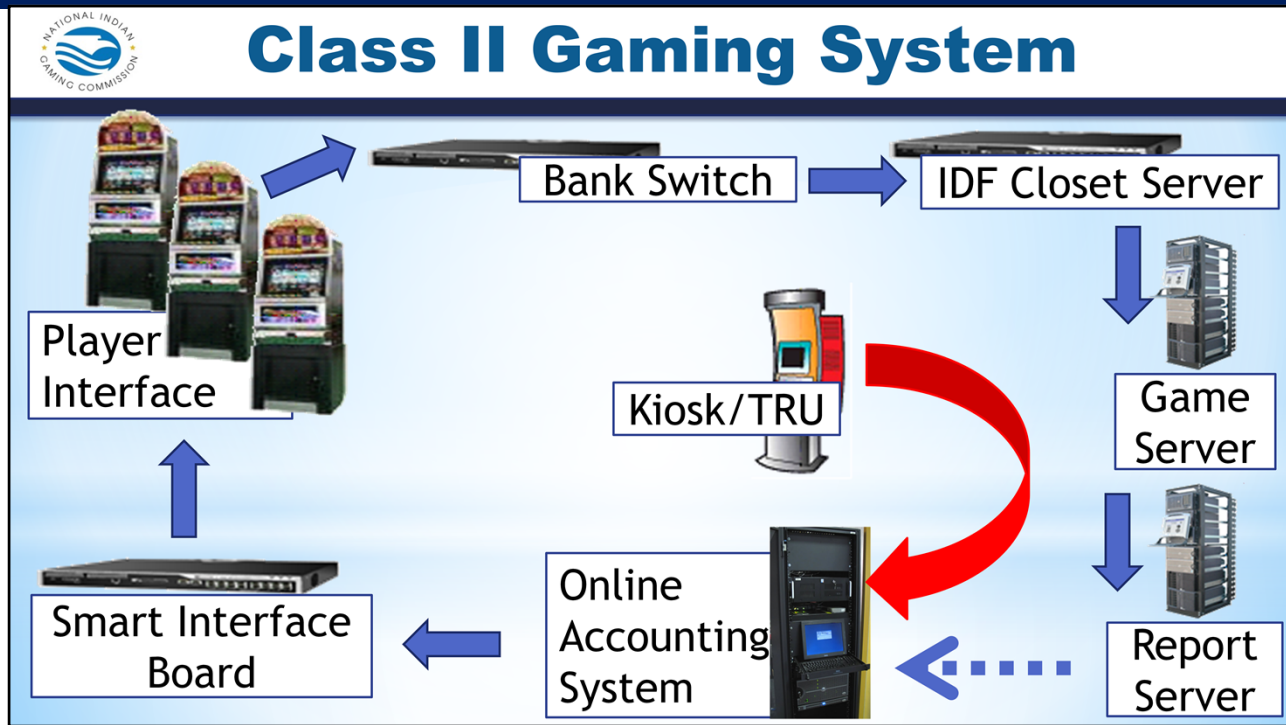
KEY POINTS

1. **EGM** is used as a shorthand for "Electronic Gaming Machine."
2. **RNG** Random Number Generator All modern machines are designed using pseudo random number generators ("PRNGs"), which are constantly generating random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the "Play" button is pressed, the most recent random number is used to determine the result.
3. **SICS/TICS** – System Internal Controls
4. **SMIB** – Slot Machine Interface Board; a device containing logic and interface boards inside the card box or gaming machine. These boards store machine data until polled by the system
5. **TITO** – Ticket In Ticket Out; ticketing offered through the use of a validation system as a form of currency exchange at the gaming device
6. **MICS** – Minimum Internal Controls
7. **Paytable** - a program that contains the pay amounts as a function of each winning combination and also the virtual reel strips and weightings to arrive at a specified RTP
8. **CMS** - Casino Management System
9. **Remote Access** -
10. **System Verification** -

KEY POINTS

1.Player Interface and Bank Switch

2. IDF Closet, Game and Report Server

3. Smart Interface Board, Online Acct. Sys. And Kiosk

* Talk through each item on the screen and how these interact with eachother

IDF closet switch: Intermediate distribution frame is a room (closet) which contains network equipment.

- Smart interface board: gaming device and network interface device adapted to connect a gaming device to a network are provided. The network interface device includes a data handler and a firewall. The data handler has processing and memory resources, and is adapted to perform data handling functions for transferring data between a network and a gaming device controller. The firewall is adapted to inhibit transfer of at least some unauthorized data received from the network to the gaming device controller.
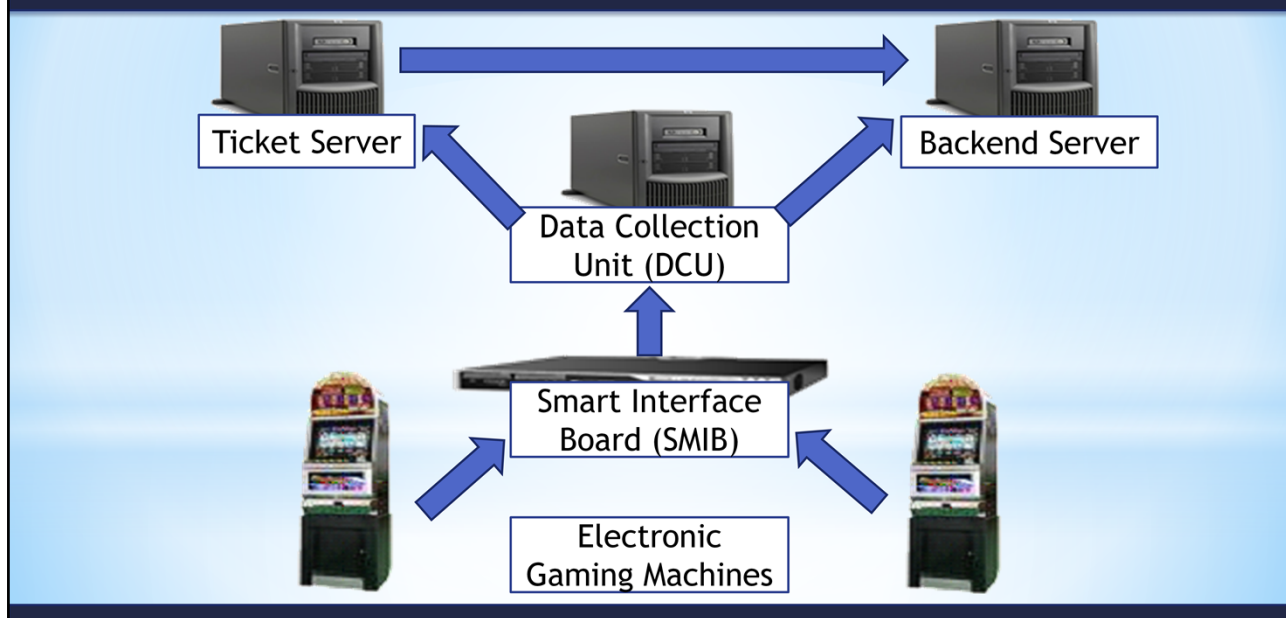
   Is the Electronic Player Interface (EPI) receiving game determinations from the server to which it is attached?

- Do a minimum of two players need to be present to initiate game play?

- Is the math model of the Class II game derived from a bingo ball draw?

- If the EPI is disconnected from the server can I still play the game?

Class III Gaming System

KEY POINTS

- Primary source of game outcomes are determined using reel strip stop positions

- All logic for the game resides in the cabinet. You are playing against the logic inside the electronic gaming machine

- There is no minimum player requirement to initiate game play
- Game play is not contingent upon system connectivity

KEY POINTS
ACTIVITY – Explaining one of the concepts covered or terminology in your own words.
Group Work
TIME: 15 minutes
Supplies:
- Large Post it note
- Marker

Instructions:
1. Select a note taker and a presenter.
2. You will be doing on of the following (the instructor will make assignments during class):
    1. Explain Class II gaming systems
    2. Explain Class III gaming systems
    3. Choose and define these five terms: EGM, RNG, TICS, SMIB, TITO
    4. Choose and define these five terms: MICS, Paytable, CMS, Remote Access, System Verification
3. Present your explanation or definition to the class.

KEY POINTS
ACTIVITY – EGMs Parts and Functionality
Group Work
TIME: 15 minutes
Supplies:
- EGMs
- EGM Diagram

Instructions:
1. Work in your group to identify the different parts of the EGM to include the following:
- Player Interface and Bank Switch
- IDF Closet, Game and Report Server
- Smart Interface Board, Online Acct. Sys. And Kiosk
2. Talk through each item on the screen and how these interact with eachother

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KEY POINTS

Course Evaluation

- Provide an honest assessment of your experience
- Written suggestions and comments are greatly appreciate and allow us to improve your experience

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