

Participant Guide: IT-113 IT Basics

IT-113 Information Technology Basics



Information Technology Division

KEY POINTS

My Notes

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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

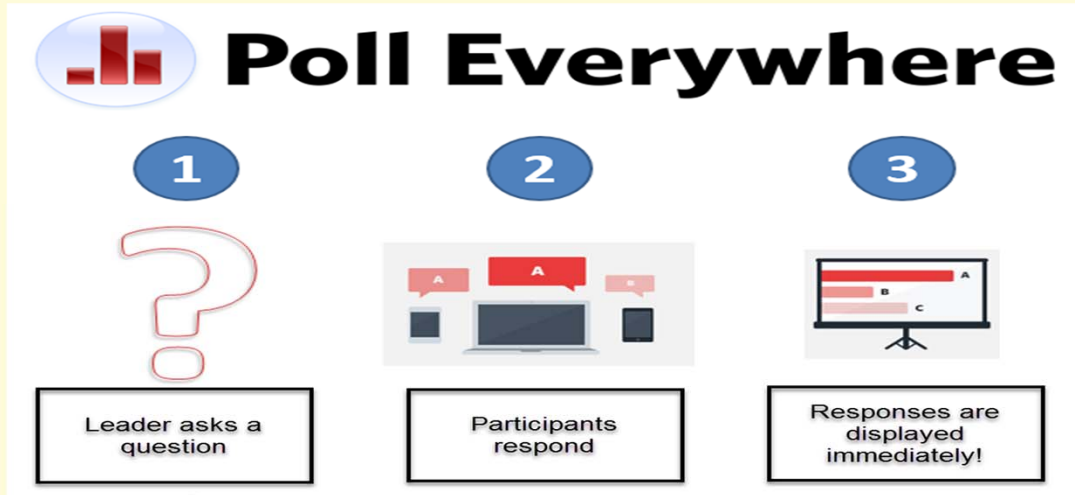
2

KEY POINTS

My Notes



Participating with Poll Everywhere



3

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.

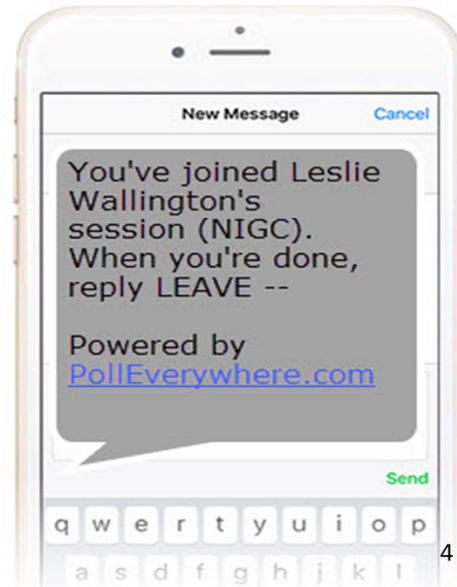
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Response from Poll Everywhere

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



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.

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Using Your Phone to Participate

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

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:

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How did you travel to the conference?

A. Plane

B. Train

C. Car

Foot/Bicycle

Start the presentation to activate live content

If you see this message in presentation mode, install the add-in or get help at PollEv.com/app

0%

KEY POINTS

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

https://www.polleverywhere.com/multiple_choice_polls/yldbms0zVYqpf n5

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How would you rate your IT experience level in a Casino environment?

Low



Medium

High

Start the presentation to see live content. Still no live content? Install the app or get help at [PollEv.com/app](https://www.poll Everywhere.com/app)

KEY POINTS

Poll Title: **How would you rate your IT experience level in a Casino environment?**

https://www.polleverywhere.com/multiple_choice_polls/EhU9Jx1JIRA08XR

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

Low
Medium
High

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KEY POINTS

Poll Title: **How would you rate your experience level in the differences between what Class II Gaming is vs. Class III Gaming?**

https://www.polleverywhere.com/multiple_choice_polls/FtHi407GEQsvUiG

My Notes





IT Basics - Overview

- Gaming Terminology
- Class II Review
- Class III Review
- Activity



KEY POINTS

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IT Basics

EGM

TITO

RNG

SMIB

MICS

Paytable

System
Verification

CMS

Remote
Access

Sunset
Provision

TICS

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** – Ability to access a computer such as an office network computer from a remote location. This allows individuals to work offsite from another location.
10. **System Verification** – Ability to verify compliant software from a Independent Test Lab with a software verification tool.
11. **Sunset Provision** – Requiring systems manufactured before 2008 to either be compliant with all 547 standards or be removed from the gaming floor.

My Notes





Sunset Provision

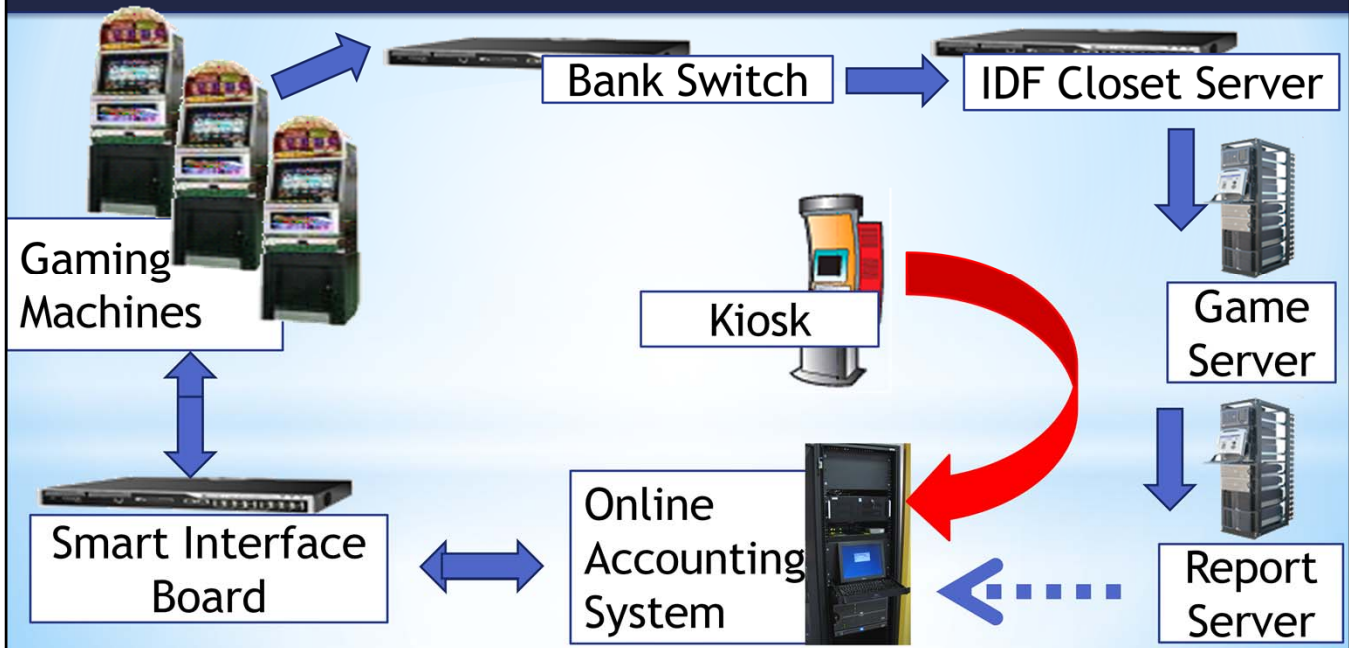
- Removal of the November 10, 2018 sunset for systems manufactured before November 10, 2008 that have not already been made fully compliant with part 547 (2008 systems);
- Requires tribes to conduct an annual review of 2008 Systems to determine whether such systems may be approved pursuant to the standards for newer systems; and
- Requires all system modifications be submitted to a testing laboratory for testing to the standards for newer systems and that Tribal Gaming Regulatory Authorities may approve modifications that either advance or maintain system compliance.

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Class II Gaming System



KEY POINTS

1. Player Interface and Bank Switch
2. IDF Closet, Game and Report Server
3. Smart Interface Board, Online Acct. Sys. And Kiosk

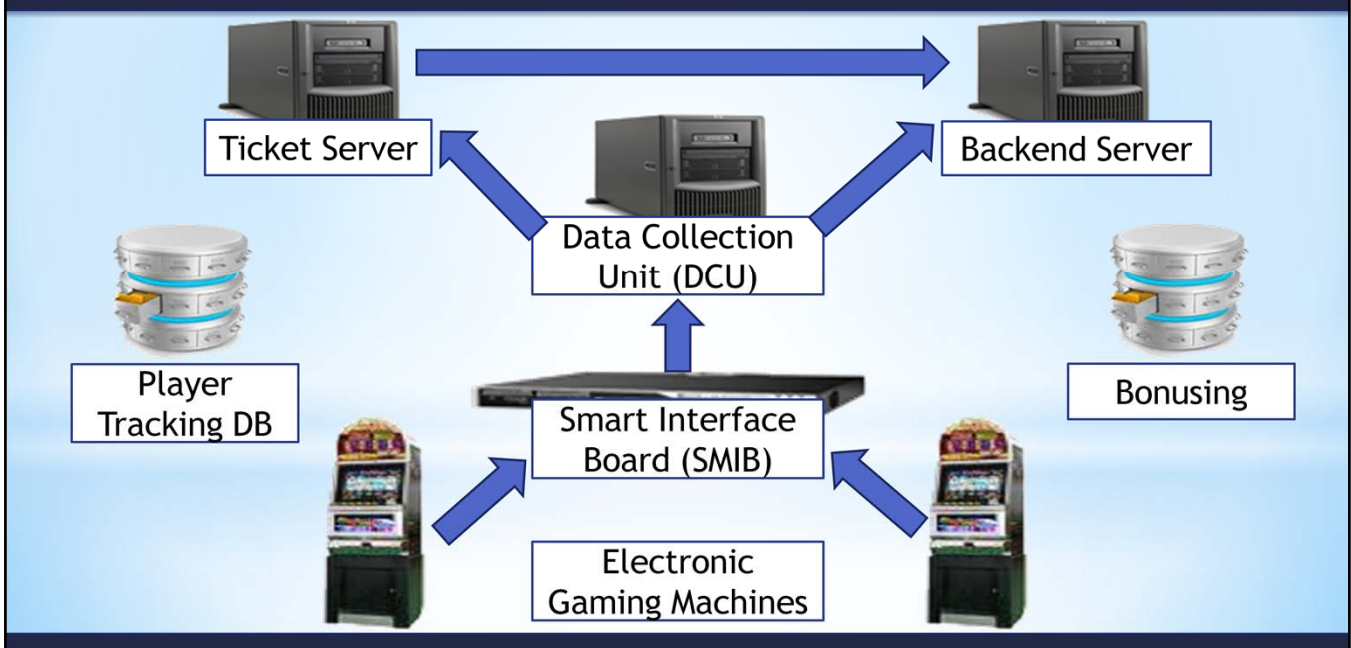
IDF closet switch: Intermediate distribution frame is a room (closet) which contains network equipment.

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.

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Class III Gaming System



KEY POINTS

My Notes



Activity #1

In your own words...



KEY POINTS

ACTIVITY – Explaining one of the concepts covered or terminology in your own words.

Group Work

TIME: 15 minutes

Instructions:

1. Select a note taker and a presenter
2. You will be doing one of the following (the instructor will make assignments during class)
3. Present your explanation or definition to the class.

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Activity #2

Hands On Activity



ACTIVITY – Explaining one of the concepts covered or terminology in your own words.

Group Work

TIME: 15 minutes

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Questions

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Course Eval IT-113 IT Basics

When survey is active, respond at [PolleEv.com/nigc](https://www.polleverywhere.com/nigc)

0 surveys done

0 surveys underway

Start the presentation to see live content. Still no live content? Install the app or get help at [PolleEv.com/app](https://www.polleverywhere.com/app)

KEY POINTS

Poll Title: Course Eval IT-113 IT Basics

<https://www.polleverywhere.com/surveys/9qcpEmUT2>

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