Course Descriptions

The National Indian Gaming Commission (NIGC) RGT course is designed to provide an advanced knowledge of skills to prepare all staff to work together to effectively understand and meet requirements. Gaming staff that have been working in the gaming industry are in need of training to stay current with advances in technology within the gaming environment. The NIGC RGT course creates a learning environment in which staff will have the opportunity to learn about and gain knowledge of the roles, responsibilities, hardships, and challenges that staff in every position, from commissioners to a variety of others in attendance encounter.

NIGC's targeted training will provide instruction in areas such as the verification of Class II gaming machines, the technical standards required to be in compliance, gaming forensics and auditing to 543.20. Training will include an emphasis on compliance and professional development in all subjects. Improved staff capability and knowledge will directly impact both the staff member and their program organizational climate.

IT-113 – IT Basics
A learning block designed for tribal gaming regulators, operations and IT personnel that desire basic gaming and Information Technology knowledge. The objective of this lesson is to gain a basic understanding of Information Technology and gaming terminology, being able to differentiate between Class II and Class III gaming machines.   You will gain an understanding of gaming and Information Technology at a beginning level to set a foundation for understanding the IT courses taught at the RGT.

IT – 110 Refining and Enhancing your IT TICS
A learning block designed for tribal gaming regulators, operational and IT personnel. Due to the ever changing IT world this course will explore common technical concerns of gaming regulators. This course is intended as a prequel to the IT Auditing 543 and should help provide some reassurance regarding creating and maintaining IT TICS. Lastly it will explore techniques for reviewing, revisiting and improving IT TICS to better suit your operations.

IT109 - Auditing 543
A learning block designed for tribal gaming regulators, operational and IT personnel. It will explore the 25 C.F.R. Part 543.20 Minimum Internal Control Standards for Class II Gaming. We will discuss during a typical IT audit commonly identified problem areas and 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.

IT112 - System Verification & Game Authentication Tool
A learning block offered to tribal gaming regulators, operations and IT personnel. The course will focus on various systems verification tools and introduce attendees to game authentication methods. i.e., G2S and SAS protocols and the benefits for regulators.

IT108 - IT Threats for Casinos

A learning block offered to tribal gaming regulators, operations and IT personnel. The course will focus on current and trending threats to IT systems and security within the technology framework in Casinos. i.e. ransomware, social engineering, and denial of service Focusing on threats, vulnerabilities and processes, this block will provide real time information on what risks exist and how best to combat them.

IT107 - Gaming Forensics

A learning block offered to tribal gaming regulators, operations and IT personnel. It will explore different types of forensics in today's industry for example; a typical scenario of gaming or associated equipment malfunctioning or performing an operation outside the range of that equipment's programmed abilities. The course will review various strategies, best practices, and other guidelines available for regulators and tribal gaming personnel in dealing with equipment malfunctions and thefts.