



**Newly established International Center for Gaming  
Regulation calls for Research Fellowship applications**

## **Introduction**

Today, gaming is part of the fast growing global hospitality industry. Ownership, management, technology, and business practices span local and international borders. However, the regulation of gaming, whether in the terrestrial or online gaming sectors, is generally sequestered within each jurisdiction, leading to differing and often conflicting responses to regulatory challenges. While these differences can result from tailoring regulations to conform to specific policies, economic and fiscal objectives, concerns and cultures, more often it results from policy makers and regulators not having the knowledge and information necessary to achieve optimum regulatory goals.

With this in mind, the establishment of a university-based International Center for Gaming Regulation is aimed at bringing about pioneering change in the way that gaming policy regulation is approached, a change which furthers global and local collaborative efforts to enhance the rigor with which regulation is approached. The Center will promote research into understanding and improving regulation, work with regulators and other stakeholders worldwide to ensure they have the information, knowledge and tools to analyze and improve gaming policies and regulation in their jurisdiction, and promote appropriate policies, legislation and regulatory standards which are proportionate and consistent with international best practices.

The International Center for Gaming Regulation will be a thought center serving all stakeholders affected by gaming regulation worldwide. It will be a knowledge forum and educational portal open to the policy makers, legislators, regulators, gaming lawyers, the law enforcement community, the gaming industry, the gaming media, the academic community, service and product providers to the industry, and the problem gambling community. The Center will offer the highest levels of information, research, knowledge, networking, and instruction available on gaming regulation to a global audience.

## **Structure and Staffing**

A university is an ideal environment for the Center, as a strong university provides a safe, neutral, and intellectual space for important debates, research-based initiatives, knowledge dissemination, and educational programs for a global audience. Further, a university provides academic firewalls against industrial, political, and advocacy group influence. The University of Nevada, Las Vegas (UNLV) is the most logical place for the Center. UNLV has a powerful brand in the worldwide gaming community, and a long history of providing world-class gaming regulatory programs to the various stakeholders in the industry, worldwide. It has an established infrastructure with the International Gaming Institute, Harrah College of Hotel Administration, Boyd School of Law, Center for Gaming Research, the School of Architecture, and the Gaming Collaborative Research and Education (CoRE) initiative.

The Center will be an independent center at the International Gaming Institute (IGI), operating in partnership with the Boyd Law School, and reporting to the leadership of both entities. The International Gaming Institute will provide the infrastructure, serving as a host and hub for Center activities. The IGI already annually hosts dozens of educational programs for gaming regulators from all six continents. For its part, the Boyd Law School boasts an internationally recognized commitment to gaming law, regulatory programs and publications including its *Gaming Law Journal*, and the vital legal and academic expertise to operate a Center of this nature.

Besides the core structure at UNLV, the Center will actively partner and collaborate with other educational institutions throughout the world. These relationships will enhance the human capital of the Center, increase the funding support pool, ensure academic and scientific independence via peer review, offer opportunities for faculty and program sharing, and cement the Center's status as an international institution.

The Center's Executive will consist of a team of experts in gaming law and gaming, headed by André Wilsenach, the Executive Director. To support the Executive, four "Executive and Academic Fellows" will be appointed – two "Executive Fellows" from the world of industry and regulation, and two "Academic Fellows" who are academic faculty. These Fellows will represent areas of desired expertise such as gaming law, gaming policy, compliance, and/or gaming operations.

## **Governance**

To ensure independence and objectivity, the Center maintains the most rigorous and stringent firewalls in academe. These are based upon established best practices in other academic settings and ensure that funding sources have no influence over its research and academic programs.

The Center has an Advisory Board consisting of five experienced former gaming regulators and legal experts, advising the Center's Executive Director on matters of strategic importance.

The Center also has an Academic Council consisting of internationally renowned researchers who have published in relevant fields. The Council makes final academic decisions on matters such as research topics, research funding, and the peer review process for all research reports.

## **Call for Research Fellowship Applications**

To facilitate the appointment of Executive and Academic Fellows the Center is offering fellowships to support impactful research on important gaming regulatory issues. Interested persons from the world of industry, regulation and academe are welcome to apply for these positions. Details pertaining to making an application for a Fellowship position at the Center is available at <http://www.unlv.edu/icgr>