

University of Nevada, Las Vegas
Center for Gaming Research Update
June 2013

Fellowship Application Cycle Opens for 2013-14

The Center for Gaming Research at the University of Nevada, Las Vegas (<http://gaming.unlv.edu>) invites academic faculty and graduate students to apply for the 2013-14 cycle of William R. Eadington fellowships, which facilitate research into many aspects of both gambling and Las Vegas at UNLV Special Collections. Although primarily in English, the holdings include many texts in French, German, and Italian spanning the 17th to 21st centuries as well as manuscript collections, casino corporate archives, promotional and publicity files, and government publications.

The Center will award two kinds of Eadington fellowships.

Four-week Resident Fellowships offer a \$3,000 stipend. **Two-week Visiting Fellowships** offer a \$1,500 stipend. Eadington Fellows will complete a month-long residency at Special Collections at the University Libraries, deliver a public talk (which is recorded as part of the Center's podcast series), and contribute a brief paper to the Center's Occasional Paper Series. It is expected that the research they conduct will be incorporated into their dissertation, a book, or another major research project.

For more application information, visit: <http://gaming.unlv.edu/about/fellowship.html>

UNLV Gaming Press Ready to Launch

It is with great enthusiasm that we announce the pending launch of a new cross-campus initiative, the UNLV Gaming Press. A collaboration between the University Libraries, the UNLV Harrah Hotel College, and the UNLV William S. Boyd School of Law, the Press will make available, both electronically and in print, the scholarly output of university-sponsored conferences, historic materials that the university holds, and new work that illuminates the legal, economic, social, and historical dimension of gambling and gaming in all of its forms.

Our first book, *Frontiers in Chance: Gaming Research across the Disciplines*, will be available for purchase in early June. It will be available in print at all online bookstores and in four ebook platforms: Kindle, Nook, iBook, and Kobo.

For more information, see <http://gaming.unlv.edu/press/index.html>

Fellows in Residence

During May, David Courtwright (University of North Florida) completed his residency, and Brian Beaton (University of Pittsburgh) conducted his residence. That concludes the residence program for the 2012-13 academic year.

Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: March Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of September for the past eight years. In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

Two New Podcasts

In May, the Center posted two new podcasts:

[53-May 16, 2013](#)

Brian Beaton

"Drawing Crowds to Citizen Science Data Collection and Analysis as Everyday Gaming"

In this Gaming Research Colloquium talk, Beaton (Assistant Professor, School of Information Sciences, University of Pittsburgh) discusses what citizen science initiative can learn from the history of public participation in non-profit gambling enterprises such as bingo.

[Listen to the audio file](#) (mp3)

[52-May 9, 2013](#)

David T. Courtwright

"Learning from Las Vegas: Addiction, Limbic Capitalism, and Pleasure Meccas"

In this Gaming Research Colloquium talk, Courtwright (Presidential Professor, Department of History, University of North Florida) discusses three overlapping features of modern history: the global spread of potentially addictive pleasures, limbic capitalism (the production of goods and services that stimulate pleasure and emotional responses in the brain), and the rise of pleasure meccas. He traces the economic, social, technological, and ideological changes that led to the rise of the meccas, and several potential challenges to them.

[Listen to the audio file](#) (mp3)

New report: Atlantic City April 2013 Summary

This is the latest in a series of monthly reports recapping the monthly statistical releases from the Division of Gaming Enforcement and providing a level of analysis not provided in the official release

[Atlantic City April 2013 Summary](#)

April 2013 and Year to Date Revenue Results

Updated Reports: Monthly Casino Revenues

The following reports were updated in February:

[Ohio Casinos: Monthly Revenues](#)

Table and Slot Machine Operating Statistics

[Maryland Casinos: Monthly Revenues](#)

Gross Terminal Revenue, Number of Machines, and Win/Unit/Day

[Connecticut Tribal Casinos: Monthly Slot Data](#)

Monthly Handle, Win, Promotional and Other Totals

[Florida Racinos: Monthly Slot Revenues](#)

Units, Credits In, Promotional Credits, Net Revenues, and Other Metrics

[Detroit Casinos: Monthly Statistics](#)

Revenues, Year/Year Change, and Market Share by Casino

William R. Eadington, 1946-2013

The gaming industry lost a major figure earlier this year when Bill Eadington, director of the Institute for the Study of Gaming and Commercial Gambling at the University of Nevada, Reno, passed away. We at the Center for Gaming Research are saddened by his passing for both personal and professional reasons: he was a friend and mentor to thousands of people in gaming and academia.

Before Bill's passing, we were working with him to endow and rename our existing fellowship program in his honor. UNLV Libraries has set up a fund to rename the program the William R. Eadington Gaming Fellows, ensuring that "Eadington fellows" will be studying gambling and keeping his work alive for years to come. To contribute to the fund, please contact Libraries development director Tamara Michel Josserand at (702) 895-2239 or tamara.josserand@unlv.edu.

To donate online, please [go to this page](#) and, in the scroll down menu, select "Eadington Fellows."

Sharing Expertise with the Media

In May, Center Director David G. Schwartz spoke with approximately 27 print, online, radio, and television media contacts about topics ranging from the strength of the Las Vegas gaming industry to the one-year anniversary of Ohio's gaming industry.

Getting in Touch

To learn more about the Center's work, discuss how to get involved with supporting the Center, or simply share your comments, please contact director **David G. Schwartz**, 702 895 2242, or dgs@unlv.nevada.edu.

About the Center for Gaming Research

Located within Special Collections at UNLV's state-of-the-art Lied Library, the Center for Gaming Research is committed to providing support for scholarly inquiry into all aspects of gaming. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and information sources.

About the University of Nevada, Las Vegas

UNLV is a doctoral-degree-granting institution of 28,000 students and 3,300 faculty and staff. Founded in 1957, the university offers more than 220 undergraduate, masters and doctoral degree programs. UNLV is located on a 332-acre campus in dynamic Southern Nevada and is classified in the category of Research Universities (high research activity) by the Carnegie Foundation for the Advancement of Teaching.