Course Syllabus
CAG 100 Casino Gaming Industry Basics

Course Information	
Course prefix/number: CAG 100	Credit hours: 3
Semester: Spring 2018	Course title: Casino Gaming Industry Basics
Class day(s) and times: Thursdays, 5:30pm – 8pm	Class location: TBA, Desert Diamond Casino

Instructor Information	
Name: Ascencion Muniz	Office hours (by appointment only) M – F, 9am – 6pm
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Course Description
This course provides students with an introduction, history, and overview of the casino gaming industry, with emphasis on the origins, introduction, and reaction to gaming in North America, the evolution of regulated gaming in the US, and the expansion of the Indian Gaming industry. The development of modern casino-style games will be explored as well as the scientific and psychological links between game development and player engagement. Events leading to the design and refinement of State and Federal gaming regulations and the impact those regulations have on modern gaming will be reviewed. The relationship between State, Federal, and Tribal entities and the evolution of the Indian Gaming industry and Indian Gaming Regulatory Act will be covered, along with a comparison of corporate gaming operations and those belonging to tribal nations. Finally, a review of the various operational components of a modern casino property will be offered.

Course Objectives
1) Gain an insight into the history of casino gaming, with particular emphasis on the evolution of the tribal gaming industry 2) Develop a working understanding of the relationship between casino gaming operations and the various agencies that govern, regulate, and maintain the industry 3) Identify the technical, mechanical, and psychological elements involved in the evolution of gaming devices 4) Develop a working understanding of the casino gaming industry and its various elements

Himdag Cultural Component
Students will learn how the casino industry assists the Tohono O'odham Nation by acting as an economic asset supporting the Tohono O'odham culture.

Student Learning Outcomes (SLOs)
After the completion of this course, Students will be able to: 1) Operate with a greater professional and industry understanding of casino operations 2) Make more informed and strategic decisions concerning potential careers in the casino industry 3) Operate with a higher level of professional skills and knowledge concerning the history of corporate and tribal gaming

Course Structure
This course will consist of lecture, discussion, reading, research, writing, and learning exercises and activities.

Text(s) and Materials
Various industry readings as provided by the Instructor.

Evaluation, Grading, and Assignments
There are 1000 points possible in this course: • Attendance = 200 points • Research paper = 200 points • Article reviews (4 reviews at 100 points per review) = 400 points • Final exam = 200 points 900 – 1000 points = A 800 – 899 points = B 700 – 799 points = C 600 – 699 points = D 599 points or less = F

Learning Overview
Chronology of Gaming 1492 – 1963: • Introduction of early gaming in North America • The reaction to gaming in early American colonies and settlements • Gaming's role in the early US • The introduction of commercial gaming and early gaming regulation 1964 – 1990: • Transition of Las Vegas from organized crime to commercial gaming • Evolution of gaming machine technology and industry • Introduction of "destination gaming" 1990 – Present: • The effect of the Indian Gaming Regulatory Act on tribal gaming development • The development of formal tribal gaming Note: The learning topics for this course can evolve and change throughout the semester to meet class progress and interests. Students will be notified of any changes before they occur.

Course Policies and Expectations

Note: The following Course Policies and Expectations are in addition or support of existing codes of student conduct for the Tohono O'odham Community College.

- Participation is required
- Attendance is key to successful course completion
- All Students are expected to complete their own assignments
- Plagiarism, in part or whole, will result in complete loss of points for the assignment and will be reported
- Students are required to complete all necessary readings prior to class
- Late assignments will be accepted within 24 hours past the due date and a 10 point penalty will be applied.
- Missed exams or quizzes can be taken within a week of issuance at the discretion of the Instructor