



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES APPOINTMENT OF CONNIE JONES AS AGEM DIRECTOR OF RESPONSIBLE GAMING

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today the appointment of Connie Jones as AGEM Director of Responsible Gaming.

A 20-year veteran of the gaming industry, Jones previously served as Director of Responsible Gaming for International Game Technology (IGT) and has been dedicated exclusively to responsible gaming for the past 14 years. In her new role with AGEM, she will create the AGEM Responsible Gaming Policy and Plan, provide the global AGEM membership with quarterly reports on responsible gaming technologies and their business implications and represent AGEM with a variety of organizations and at industry events, conferences and trade shows.

Since its inception in 2000, AGEM has been strong supporter of organizations and initiatives dedicated to addressing problem gambling issues. AGEM has directly contributed more than \$1 million to leading organizations such as the National Center for Responsible Gaming (NCRG), the National Council on Problem Gaming (NCPG), The Problem Gambling Center, the Nevada Council on Problem Gambling and GamCare in the United Kingdom. Additionally, AGEM has provided support for specific events such as the Midwest Conference On Problem Gambling And Substance Abuse in Missouri, the International Conference on Gambling & Risk Taking in Las Vegas and the European Conference on Gambling Studies and Policy Issues in Greece.

“Appointing Connie to the position of AGEM Director of Responsible Gaming is a natural extension of our organization’s efforts and a reflection of the growing influence of AGEM,” said Thomas Jingoli, President of AGEM. “She is widely considered the pre-eminent expert from the supplier side on problem gambling issues and will continue to be at the forefront of an issue our industry is committed to addressing in a smart and thoughtful way.”

“AGEM has long been committed to responsible gaming organizations and issues and I am pleased and honored to join AGEM and represent our 128 member companies from 19 different countries,” Jones said. “It’s important that the suppliers participate in the process to address problem gambling issues and contribute to the improvement of research, education and treatment options. Furthermore, expansion of interactive gaming is providing new challenges for gaming manufacturers that I can assist with in my new position.”

Jones originally became involved with responsible gaming in January 1999 when she was recruited from the government relations team of Powerhouse Technologies Inc. to oversee its new Corporate Responsible Gaming Program. Through a series of mergers, Jones assumed the responsible gaming role for IGT. Jones has helped to strengthen the bridge of communication and understanding between the gaming industry, specifically a gaming machine manufacturer, and the problem gambling communities. She has presented at numerous problem / responsible gaming conferences and events both domestically and internationally. Jones was also one of the first women honored by *Casino Enterprise Management* magazine as one of the “Great Women in Gaming.”

In 2009, Jones was appointed by Nevada Gov. Jim Gibbons to the state’s Advisory Committee on Problem Gambling and reappointed by Governor Sandoval in 2013. She is currently a member of the International Masters of Gaming Law (IMGL) and chairs its Responsible Gaming Committee. She has worked closely with the treatment community, government bodies and gaming industry representatives to formulate strategies to address compulsive and problem gaming.

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Jones also currently serves on the Boards of the following: National Council on Problem Gambling; Nevada Council on Problem Gambling; The Problem Gambling Center; Global Gaming Guidance Group (G4), Amsterdam and the American Lung Association.

AGEM is a non-profit international trade association representing manufacturers and suppliers of electronic gaming devices, systems, table games, key components and support products and services for the gaming industry. AGEM works to further the interests of gaming equipment suppliers throughout the world. Through political action, regulatory influence, trade show partnerships, educational alliances, information dissemination and good corporate citizenship, the members of AGEM work together to create benefits for every company within the organization. Together, AGEM has assisted regulatory agencies and participated in the legislative process to solve problems and create a business environment where AGEM members can prosper while providing a strong level of support to education and responsible gaming initiatives. For more information, visit www.AGEM.org.

The current AGEM membership roster, 128 companies strong based in 19 countries, is a who's who of the supplier segment of the global gaming industry: **AGEM Gold Members:** Ainsworth Game Technology, Aristocrat Technologies, Aruze Gaming America, Austrian Gaming Industries, Bally Technologies, Global Cash Access (GCA), International Game Technology (IGT), Intralot S.A., Konami Gaming, GTECH, Multimedia Games, Scientific Games / WMS and Video Gaming Technologies (VGT). **AGEM Silver Members:** Action Gaming, American Gaming Systems (AGS), Casino Technology, Gaming Partners International (GPI), JCM Global, MEI, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCSJohnHuxley, Wells-Gardner Electronics and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Astro Corp., Bingotimes Digital Technology, Cadillac Jack, Cammegh Limited, CastNET, CG Technology (CGT), Cole Kepro International, Crane Payment Solutions / CashCode / Money Controls, Euro Games Technology (EGT), Galaxy Gaming, Gaming Support, Glory Global Solutions, Incredible Technologies, Inspired Gaming, Interblock USA, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Modern Gaming, Patriot Gaming & Electronics, Quixant Ltd., Reel Games and Table Trac. **AGEM Associate Members:** 3M Touch Systems, Advanced Micro Devices (AMD), Advantech-Innocore, Arrow International, Atrient, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, Carmanah Signs, Casino Enterprise Management, Cooper Levenson, Cybertec Gaming Systems, Daktronics, Digital Instinct, DiTronics Financial Services, DynaGraphic Printing, Eastsign International Limited, Eilers Research, Elite Gaming Technology, Esterline Interface Technologies, Eurocoin, Flextronics, Fox Rothschild, FutureLogic, Gaming Capital Group, Gary Platt Manufacturing, Gasser Chair Company, Gemaco, Inc., Genesis Interactive Technologies, GeoComply USA, Global Experience Specialists (GES), Global Gaming Group (G3), Grand Products Nevada, Greenberg Traurig, Hanco Technologies, Howard & Howard, Impact Display Solutions, Intel, International Network in Advance Gaming (INAG), IPS, James Industries, JCS Technologies, Jones Walker, KEY-BAK, Kontron, Leap Forward Gaming, Lewis Brisbois Bisgaard & Smith, Lewis Roca Rothgerber, Lightstone Solutions, Litemax Technology, Metalcraft, Outpost Creative, Portwell, Proforma GPS, Rainmaker, Regulatory Management Counselors (RMC), Renewable Creative, Rye Park Gaming, SCA Gaming, Sightline Payments, Southwest Manufacturing Solutions, Spin Games, Strategy9, StylGame USA, Talent Associates, The Bright Group, Tournament One, TOVIS, TransAct Technologies, Union Gaming Group, Vantiv Gaming Solutions, Veridocs, Wrex Products and Young Electric Sign Company (YESCO).

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