



Course Syllabus

CAG 100 Casino Gaming Industry Basics

| Course Information | |
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| Course prefix/number: CAG 100 | Credit hours: 3 |
| Semester: Spring 2017 | Course title: Casino Gaming Industry Basics |
| Class day(s) and times: Monday 5:30pm – 8pm | Class location: Hotel Executive Boardroom, Desert Diamond Casino |

| Instructor Information | |
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| Name: Ascencion Muniz | Office hours (by appointment only) M – F, 9am – 6pm |
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Course Description

This course provides an introduction to casino gaming, including an overview of the development of the industry in the United States and in Indian Country. Students will learn about the integration of casino operations with other components of the industry, including lodging, food and beverage, and entertainment. Challenges to and elements of casino operations will be examined, such as security issues, advantage play, game protection, and responsible gaming. The intricacies of tribal, state, and federal gaming regulatory agencies and regulations will be introduced, with special attention being paid to an understanding of the Indian Gaming Regulatory Act (IGRA). The economics of gaming will be examined from a variety of angles, including the relationship between casino gaming and the local and regional economy, proven marketing strategies, and elements of consumer behavior.

- Course Objectives**
- 1) Develop a working understanding of the casino gaming industry and its various elements
 - 2) Gain an insight into the history of casino gaming, with particular emphasis on the evolution of the tribal gaming industry
 - 3) Develop a working understanding of the relationship between casino gaming operations and the various agencies that govern, regulate, and maintain the industry
 - 4) Identify the economic elements associated with casino gaming and recognize the impact the industry has on business, culture, and society

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

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
- Chapter 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 OverviewHistory of Modern Gaming

- History of gaming and its impact on our culture
- History of tribal gaming and its benefits and challenges

Casinos: More than slots and blackjack

- Review all operations related to gaming
- Discuss how each area supports the overall gaming function
- Explore the economic and social impact of gaming

Policies, regulations, and oversight

- Discuss the various regulatory agencies that oversee tribal gaming
- Review the impact regulations have on 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