

April 5, 2010

To: University of Nevada, Las Vegas
Dr. Neal Smatresk
Office of the President
Box 451001
4505 S. Maryland Parkway
Las Vegas, NV 89154-1001

Dear Dr Neal Smatresk,

It was 12 years ago, in 1998, that the industry formed the Gaming Standards Association. Its mission was simple – To facilitate the identification, definition, development, promotion, and implementation of open standards to enable innovation, education, and communication for the benefit of the entire industry. Today, these new technologies are being implemented in gaming devices and systems. These standards can be seen at work in the new MGM Aria property.

The impact of these new technologies is profound and the demand for skilled people capable to support the gaming industry is essential to the growth and prosperity of our community.

The School of Informatics was created in direct response to a request from Information Technology Executives in Las Vegas for degree programs that were more relevant to the local and regional employment needs.

The demand for the program can be seen through the doubling of headcount from 2008 – 2010. Our industry needs this program. I like to ask you to re-consider the closure of the School of Informatics and allow the school to continue with its critical mission – to provide the talent needed to grow the business.

Kind regards,

Peter DeRaedt
President - Gaming Standards Association
CC: Marshall Andrew - Chairman of the School of Informatics Advisory Board

