Emerging Leaders of Gaming Webinar Series

Evolution of Non-Gaming Amenities

Please Stand by
Webinar will begin at 1:00PM EDT

Presented by:

EMERGING LEADERS OF GAMING

THE INNOVATION GROUP
Brief Technical Overview

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Windows & Control Panel

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Frequently Asked Questions

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- A recording of the webinar will be provided within a few weeks of it, and available on our [Emerging Leaders page](#).
Tom Zitt, Ph.D.
Executive Vice President, Strategic Planning
The Innovation Group
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Since joining The Innovation Group in 1997, Tom has excelled at market analytics and high-level strategic planning, earning with his reports a reputation for accuracy and reliability unsurpassed in the gaming industry.

Tom lives in New Orleans but directs training, modeling, and quality control for all of the company’s offices. The depth of his analysis provides tribes, developers, and government bodies with the confidence that their decisions are being made on sound economic foundations, and the methodological soundness and comprehensiveness of his expert witness reports have been critical in his clients’ success in a number of legal proceedings.

Tom has assessed the economic, social, and fiscal impacts of gaming in numerous developing jurisdictions throughout the country, and has international experience extending from the United Kingdom to South Korea.
Panelists

Tom Wucherer – Principal, YWS Design & Architecture

As a founding partner of YWS, Tom’s knowledge and influence is evident across the organization and in each of its projects. His leadership has been instrumental in positioning YWS as an industry-defining player in leisure design. Tom has also been a driving force behind the globalization of the YWS practice — his recognition of market opportunities led to the firm’s global expansion in 2009.

Prior to establishing YWS in 2001, Tom worked 13 years for a Las Vegas-based design-build firm, where he was VP of Architecture and IT. His contributions included the design and plan implementation for several world-renowned premier hospitality properties, including the Bellagio and Treasure Island in Las Vegas.

Tom graduated magna cum laude with a Master of Architecture degree, specializing in information technology, from California Polytechnic State University. He is also a former key member of the Tririga software team and the holder of several patents.

Joe Scibetta – VP, Development & Operations, Rush Street Gaming

Joe Scibetta joined Rush Street in 2009 and is currently its Vice President of Development & Operations. Since joining Rush Street Gaming, Joe has been a principal member of the Development team that designed and built casinos in Pennsylvania, Illinois and New York gaming markets. Joe worked with world-class design teams to create best in class gaming and non-gaming amenities. Joe began his career in Las Vegas in 1996, spending the majority of his career with Harrah’s Entertainment.

During his 20-year career, Joe has worked in multiple jurisdictions including Chicago, San Diego, Pittsburgh, Philadelphia, Upstate New York and Las Vegas. He has extensive operational experience having worked in table games, food and beverage, slots and casino marketing. Joe also held the position of Director of Customer Service at three Harrah’s Entertainment properties. Along with supporting Rush Street Gaming’s affiliated properties with day-to-day operations, his role includes design development, construction and community relations for new projects.
Panelist Questions
How have non-gaming amenities evolved throughout the history of domestic gaming?
How do you determine which amenities are appropriate for different market areas?
How long does it take for non-gaming trends to move from destination markets to regional or local markets, if ever?
What are some of the most unique and interesting amenity trends within the industry today?
How do amenities encourage increased gaming spend from property visitors?
Do amenities impact customer loyalty and, if so, how?

Does this differ by socioeconomic status (age, gender, income, etc.)?
How can amenities be used to attract new gaming customers?
How important is the positioning of amenities within the overall development footprint for creating synergistic customer effects?
How does security differ for amenities versus the gaming floor?
How do you see amenities changing over the next 5 to 10 years and beyond?
Audience Q&A
Please take our survey after this webinar.

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theinnovationgroup.com
Video of this Webinar

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