

ASSOCIATE OF APPLIED SCIENCE DEGREE (AAS)

The Slot Repair degree provides students with the necessary skills to assist in the planning, design, troubleshooting and maintenance of various slot machines and related devices. Instruction includes player tracking and slot management systems, gaming regulations, random number generators, opto-couplers, coin comparators, dollar bill validators, and more.

This two-year program provides the student with the slot repair methods and procedures used in the Gaming Industry. Instruction takes place in a hands-on, state-of-the-art environment.

STUDENT LEARNING OUTCOMES - Graduates of this program will have the opportunity to

- Demonstrate a working knowledge of the theory of operation of a typical electronics slot machine; Pseudo Random Number Generators; ROM, PROM, EPROM, EEPROM and RAM; and stepper motors.
- Describe the operation of peripheral devices; the external features of a slot machine; the coin-in coin-out assemblies; the modes of operation of the electronics slot machine.
- Identify electronic circuits and components used in slot machines.
- Demonstrate positive work ethics and interpersonal skills in a group environment.

GENERAL EDUCATION REQUIREMENTS (28 Credits):

	CR	SEMESTER
COMMUNICATIONS: ENG 107	3	_____
ENGLISH: ENG 100, 101, 113	3-5	_____
HUMAN RELATIONS: ALS 101, ANTH 101, 112, 201, 205, HIST 105, 106, 107, 150, 151, 210, 247, 260, HMS 130, 135B, 265B, MGT 100B, 283, PHIL 135, PSC 201, PSY 101, 102, 207, 208, 261, SOC	3	_____
MATHEMATICS: MATH 211B	4	_____
SCIENCE: EGG 131 and 132	8	_____
FINE ARTS/HUMANITIES/ SOCIAL SCIENCES: AM, ANTH, ART, COM, ECON, ENG 223 or above, GEOG 106 or above, HIST, International Languages, Music, PHIL, PSC, PSY, SOC, THTR, WMST 113	3	_____
U.S. AND NEVADA CONSTITUTIONS: PSC 101 or HIST 101 and HIST 102 or HIST 101 and HIST 217	4-6	_____

SPECIAL PROGRAM REQUIREMENTS (41 Credits):

	CR	SEMESTER
ACC 201 Financial Accounting	3	_____
ET 104B Fabrication and Soldering Techniques	2	_____
ET 131B DC for Electronics	4	_____
ET 132B AC for Electronics	4	_____
ET 138B Introduction to Slot Machine Technology	3	_____
ET 212B Digital Logic I	4	_____
ET 238B Slot Machine Principles I	4	_____
ET 239B Slot Machine Principles II	4	_____
ET 282B Microprocessors I	4	_____
GAM 105 Survey of Gaming Regulations	3	_____
GAM 108 Slots Management I	3	_____
Plus 3 credits from the following:		
CSCO 105B Fundamentals of Voice and Data Cabling	3	_____
ET 106B Test Equipment Operation	3	_____
ET 108B Telecommunications and the Information Age	3	_____
ET 287B Introduction to Fiber Optics	3	_____

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Total Credits

Students may elect to graduate using the degree requirements in effect at the time of matriculation, or when they declared or changed major or the current catalog. If a program is official after a student has matriculated, the student may choose the degree requirements of the new program. In no case may a student use a catalog which is more than six years old at the time of graduation.