

CERTIFICATE OF ACHIEVEMENT

Upon successful completion of this program, students will be prepared for an entry-level position in the gaming industry. This program integrates classroom experience with hands-on lab exercises and covers topics such as planning, design, troubleshooting and maintenance of various slot machines and related devices.

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

- Develop a working knowledge of the theory of operation of a typical electronics slot machine; a working knowledge of Pseudo Random Number Generators; a working knowledge of ROM, PROM, EPROM, EEPROM and RAM; a working knowledge of 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.

GENERAL EDUCATION REQUIREMENTS (3 Credits):

	CR	SEMESTER
COMMUNICATIONS: ENG 100, 101, 107, 113	3-5	_____

SPECIAL PROGRAM REQUIREMENTS (31 Credits):

	CR	SEMESTER
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	_____
GAM 105 Survey of Gaming Regulations	3	_____
GAM 108 Slots Management I	3	_____

Computation included in ET 131B, 132B

Human Relations included in ET 132B

34
Total Credits

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EE C04

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.