

AAS ELECTRONIC ENGINEERING TECHNOLOGY - SLOT REPAIR EMPHASIS 69 Credits

Description: 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, slot machine related gaming regulations, random number generators, opto-couplers, coin comparators, dollar bill validators, computers and networks used to support modern slot machine gaming. 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.
- Develop a hands-on understanding of the installation and maintenance of networks that support devices such as slot Machines and computers.
- Demonstrate a working knowledge of personal computers and the embedded computers found in slot machines.

GENERAL EDUCATION REQUIREMENTS (27 Credits):

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
MATH: MATH 111B or MATH 127	3-4
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	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 (42 Credits):

ET 104B	Fabrication and Soldering Techniques	2
CSCO 105B	Fundamentals of Voice and Data Cabling	3
CSCO 109B	PC Troubleshooting and Repair	3
CIT 113	IT Project+	3
CSCO 120B	Cisco Networking Academies I	4
ET 131B	DC for Electronics	4
ET 132B	AC for Electronics	4
ET 138B	Introduction to Slot Technology	3
ET 212B	Digital I	4
ET 228B	Data Acquisitions	4
ET 238B	Slot Machine Principles I	4
ET 239B	Slot Machine Principles II	4