



FACULTY OF APPLIED SCIENCES
BACHELOR OF SCIENCE IN COMPUTING
LEARNING MODULE OUTLINE

Academic Year	2023/2024	Semester	1
Module Code	COMP414		
Learning Module	Gaming Technology II		
Pre-requisite(s)	COMP316 Introduction to Gaming Technology		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
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MODULE DESCRIPTION

A gaming floor consists of numerous slot machines (also known as EGMs) and various slot information systems. These systems implement important functions including monitoring, accounting, progressive jackpots, promotion, player tracking and cashless gaming. This course examines the design and implementation of slot information systems by studying an emerging standard known as G2S in the gaming industry.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

On completion of this learning module, students will be able to:

M1.	Diagnose situations that disable or lock EGMs based on device status and event logs; (EA1p, EA3p)
M2.	Formulate algorithms to compute and analyze slot performance metrics; (EA1p, D2p)
M3.	Design progressive and mystery jackpot systems, with a focus on EGM interaction in distributed transactions; (D2p, EP2p)
M4.	Breakdown fund transfer to / from ticketing and bonusing systems; (EA1p, EA4p)
M5.	Devise promotion programs based on player tracking; (EA4p, D2p)
M6.	Use the official specification of the G2S protocol to resolve technical problems. (EP4p)



These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs	M1	M2	M3	M4	M5	M6
P1. Select and apply proven methods, tools and techniques to the effective and efficient implementation of information systems;						
P2. Evaluate computer systems in a local area network, and understand the additional requirements for connection to other networks through wide area networks;						
P3. Be competent in system development in the Internet and the web platform;						
P4. Work independently to design and implement a relational database, with an emphasis on how to organise, maintain and retrieve information from a DBMS;						
P5. Acquire essential knowledge in specific fields of computing disciplines including multimedia, security and artificial intelligence;						
P6. Acquire the perceptive skills needed to understand information presented in the form of UML diagram, flow chart or other industry standard formats;						
P7. Understand the need for and use of the necessary mathematical techniques;			✓			
P8. Work independently to develop an understanding of, and the knowledge and skills associated with the general support of computer systems and networks;	✓					
P9. Work as an effective member of a team in the analysis, design and development of software systems;						
P10. Use project planning and management techniques in systems development;						
P11. Understand the fundamental and operational issues of computer systems in business environments;						
P12. Equip with adequate written, oral communication and interpersonal skills;						
P13. Build the capacity and desire for lifelong learning and to learn advanced and emerging technologies on one's own;						
P14. (For Enterprise Information Systems specialisation) Gain an in-depth understanding of the information technology related to enterprise information systems, with an emphasis on development of such systems to support business processes;						
P15. (For Gaming Technology specialisation) Acquire the general and advanced knowledge of current technologies and operating environment in the gaming industry;	✓	✓	✓	✓	✓	✓
P16. (For Computer Education specialization) Acquire the general and practical knowledge of computer education and its practicing environment in secondary education.						



MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1	1. XML Data Model and Schema	3
2–3.5	2. Floor Networks and G2S Basics	4.5
	2.1 Gaming Floor Network	
	2.2 Machine Model of an EGM	
	2.3 Message Format and Handling	
3.5–5.5	3. Slot Monitoring and Control	6
	3.1 States and Events of Hardware Devices	
	3.2 EGM Disablement Mechanism and Connection Monitoring	
	3.3 Event Discovery and Subscription	
5.5–8	4. Slot Accounting and Performance Analysis	7.5
	4.1 Slot Accounting Report and EGM Metering	
	4.2 Modelling Slot Games: Device Structure and PAR Sheets	
	4.3 Meter Inquiry and Subscription	
	4.4 Game Cycle and Time-based Performance Metrics	
9–10.5	5. Progressive and Mystery Jackpot Systems	7.5
	5.1 Progressive Configuration and Pool Maintenance	
	5.2 Transactions in Jackpot Hit	
	5.3 Meter Balancing and Transaction Log	
10.5–12	6. Promotion and Bonusing	7.5
	6.1 Player Session and Point Awards	
	6.2 Non-cashable Credits and Bonusing Systems	
13–14	7. Fund Transfer	6
	7.1 Currency Handling	
	7.2 Voucher Issuance and Redemption	
	7.3 Handpay and Nested Transactions	
15	8. (Optional) Emerging technologies in Gaming	3
	8.1 Blockchain and Digital Currency	



TEACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	M1	M2	M3	M4	M5	M6
T1. Lectures	✓	✓	✓	✓	✓	✓

ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	AHEP3 LOs	ILOs to be Assessed
A1. Assignment(s) / Projects	30%	D2p, EP2p, EP4p	M1, M2, M3, M6
A2. Test(s)	20%	EA1p, EA3p, EA4p	M1, M2, M3, M4
A3. Examination	50%	EA1p, EA3p, EA4p	M1, M2, M3, M4, M5

The assessment will be conducted following the University's Assessment Strategy (see www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

Students with an overall score of less than 35 in the coursework must take the re-sit examination even if the overall score for the module is 50 or above.

Students with a score of less than 35 in the final examination must take the re-sit examination even if the overall score for the module is 50 or above.

Students with an overall final grade of less than 35 are NOT allowed to take the re-sit examination.



REQUIRED READINGS

1. Siu Ka Meng, Lei Iat Seng (2021). Principles of Gaming Technologies, McGraw Hill. (ISBN:978-981-4923-23-1)

REFERENCES

1. Greenlees, E. M. (2008) *Casino Accounting and Financial Management*. University of Nevada Press
2. Ethier, Stewart. N. (2010) *The Doctrine of Chances. Probabilistic Aspects of Gambling*. Springer
3. XML Schema Part 0: Primer: <https://www.w3.org/TR/xmlschema-0/>
4. GSA standard specification: <https://www.igsa.org/en/standards/g2s-game-system>

STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.

ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at www.mpu.edu.mo/student_handbook/.