



Light & Wonder Appoints Roxane Lukas as Chief People Capability Officer



Roxane Lukas, Light & Wonder Chief People Capability Officer; Credit: Light & Wonder.

LAS VEGAS – August 10, 2022 – Las Vegas-based, cross-platform game and entertainment company, [Light & Wonder, Inc.](#) (NASDAQ: LNW) (“Light & Wonder,” “L&W” or the “Company”), recently named Roxane Lukas as Chief People Capability Officer (CPCO). Lukas brings more than 25 years of combined experience in the People Leader field with focused expertise in the areas of organizational and leadership development, strategy, mentoring, talent management, executive coaching, overall operating culture and facilitating transformation.

In her new role as CPCO, Lukas will lead global People strategy and oversee L&W’s People functions to ensure business outcomes for the company. This includes Centers of Expertise dedicated to fostering a high-performance, engaging and inclusive work environment for the Company’s approximately 5,000 employees – known as “Creators” – worldwide. Some of these critical areas include Business Partnership, Corporate Social Responsibility, Diversity, Equity and Inclusion, Talent Management and Learning and Development.

“It’s an exciting time for Light & Wonder, and we are thrilled to have Roxane join the Company as we continue on our journey to becoming the leading cross-platform global game leader,” said Barry Cottle, CEO of Light & Wonder. “It is no secret that L&W has some of the top talent in the industry – the significant expertise, leadership and experience that Roxane possesses will only strengthen our abilities to further cultivate our high-performance culture and expand our team of Creators worldwide.”

Prior to joining Light & Wonder, Lukas was Chief People Officer for notable companies Scopely Inc. and TechStyle Fashion Group, as well as Global Vice President of HR at game giant Electronic Arts (EA). She holds a Master of Arts degree in Executive Development from New York University, a Master of Arts degree in Spiritual Psychology from the University of Santa Monica and a Bachelor of Arts degree in Literature from Skidmore College. Additionally, she is a

certified facilitator of IMPAQ's B State's Breakthrough Leadership Team System and certified in Soul Centered Facilitation and "CHH" (Consciousness, Health and Healing).

For more information about Light & Wonder, visit www.lnw.com.

About Light & Wonder, Inc.

Light & Wonder, Inc. (formerly known as Scientific Games Corporation), is the global leader in cross-platform games and entertainment. The Company brings together 5,000 employees from six continents to connect content between across land-based and digital channels with unmatched technology and distribution. Guided by a culture that values daring teamwork and creativity, the Company builds new worlds of play, developing game experiences loved by players around the globe. Its OpenGaming™ platform powers the largest digital-gaming network in the industry. The Company is committed to the highest standards of integrity, from promoting player responsibility to implementing sustainable practices. To learn more, visit www.lnw.com.

CONTACTS

Media Inquiries

media@lnw.com

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