

## SCI GAMES SELLING PART OF SOCIAL BUSINESS

Scientific Games Corporation announced that it will spin off its social gaming business in a



new subsidiary called SciPlay Corporation, and is planning an initial public offering of minority interest in the newly formed division.

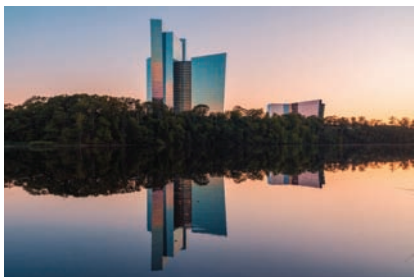
Scientific Games' Social Division, formerly part of SG Digital, is now identified as one of four operating divisions—the other three being Gaming, Lottery and Digital. One of SG's legacy companies, WMS Gaming, was one of the pioneers in the social gaming market with its JackpotParty.com site. The company now known as SciPlay is one of the leading social gaming providers in the industry, with a library of more than 1,800 free-to-play games.

According to a press release, the company has filed a registration statement on Form S-1 with the U.S. Securities and Exchange Commission proposing an initial public offering of a minority interest in SciPlay. The number of shares to be offered and the price range for the offering have not yet been determined.

The social gaming business will now officially be called SciPlay. The company has applied to list its Class A common stock on the NASDAQ Global Select Market under the ticker symbol SCPL.

## MOHEGAN SUN IMPLEMENTS DUETTO SOLUTIONS

Revenue solutions provider Duetto announced that Mohegan Gaming & Entertainment is implementing the company's revenue-enhancement solutions at its flagship Mohegan Sun property in Connecticut and at Mohegan Sun Pocono in Pennsylvania.



Connecticut's Mohegan Sun

## AGEM Announces Economic Impact Study Results

The Association of Gaming Equipment Manufacturers released results of a comprehensive economic impact study of the gaming manufacturer technology sector.

The global gaming supplier industry generated a total economic impact of \$55.8 billion, supported more than 202,000 employees, including 61,700 direct employees, and supported a total of \$14.1 billion in wages and salaries during 2018, according to a comprehensive report released by the Association of Gaming Equipment Manufacturers (AGEM).

The report, titled "Impact Analysis: Global Gaming Supplier Industry," was the result of an independent study commissioned by AGEM and conducted by the respected Nevada-based research firm Applied Analysis. The report reflects a recurring update and the most comprehensive review to date of the global gaming supplier industry that analyzes the size and scope of this technology-driven sector, specifically identifying AGEM members' global reach spanning every regulated gaming market in the world.

With 175 member companies based in 23 countries, AGEM is anchored by the world's largest slot machine companies and AGEM Gold Members AGS, Ainsworth Game Technology, Aristocrat Technologies, Everi, International Game Technology Plc. (IGT), Konami Gaming, Merkur Gaming, Novomatic Group, Scientific Games and Sega Sammy Creation.

The AGEM membership also includes companies active in lotteries, systems, table games, online/interactive, sports betting, mobile apps, game development, machine components and support products and services for the gaming industry.

Among the highlights of the report, results showed that including direct (\$20.7 billion), indirect (\$15.9 billion) and induced (\$19.2 billion)

impacts, the global gaming supplier segment generated a total of \$55.8 billion of economic output (revenue) in 2018.

Including direct (\$5.6 billion), indirect (\$3.9 billion) and induced (\$4.6 billion) impacts, the global gaming supplier segment supports a total of approximately \$14.1 billion in annual wages and salaries to 61,715 direct, 54,856 indirect and 85,869 induced employees for a total, with the multiplier effect, of 202,440 employees. Over the past five years, direct employment has grown from 50,594 to 61,715, an increase of 22%.

The average direct wage per employee in the industry reached approximately \$91,240 in 2018, reflecting a significant premium to the current U.S. average annual wage of \$51,960, as listed by the Bureau of Labor Statistics.

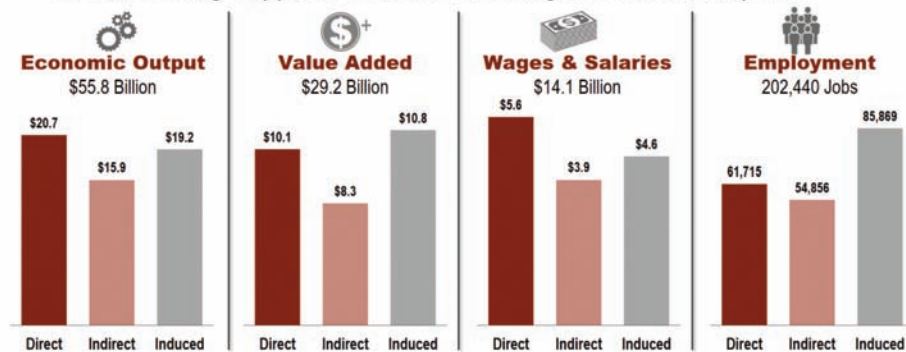
The industry has an especially strong impact in Nevada and overall employs a broad range of workers, including high-end technical professionals and engineers responsible for hundreds of millions of dollars in research and development expenditures annually.

"Existing suppliers are growing and new players are entering the space, and this report accurately reflects a dynamic sector that is focused on innovation for gaming markets throughout the world," said Marcus Prater, executive director of AGEM.

"In summary, the report paints a picture of a healthy overall gaming industry where commercial casinos and tribal properties are capitalizing on advanced technologies and game content from a vast array of creative suppliers to grow their business while providing their customers with new and exciting forms of entertainment."

### Summary of Findings: 2018 Economic Impacts by Type

Global Gaming Suppliers Generate Meaningful Economic Impacts



Notes: Currency expressed nominal (year-of-expenditure) dollars in billions; totals may not sum due to rounding



2019 IMPACT ANALYSIS GLOBAL GAMING SUPPLIER INDUSTRY



For a complete copy of the report, visit [AGEMonline.org/Impact\\_Report2019](http://AGEMonline.org/Impact_Report2019).