

# Graduate Certificate in Gaming Management

## 2 Graduate Certificate Create 2020-21

### I. General Catalog Information

The faculty member originating this proposal is to complete sections I,II, and III.

TURN ON help text before starting this proposal by clicking  in the top right corner of the heading.

You will need to turn on help text again after any actions that refresh the page including after saving proposals, importing information, or running impact reports.

FILL IN ONLY fields required marked with an \*. You will not be able to launch the proposal without completing the required fields.

<b>Department*</b>	Hospitality Management	
<b>Degree Type*</b>	Master of Hospitality Administration	
<b>Program Type*</b>	Certificate	
<b>Certificate Name*</b>	Graduate Certificate in Gaming Management	
<b>Total Required Credits*</b>	15	<b>Term of First Enrollment*</b> Summer 2020
<b>Graduate Coordinator for Proposed Certificate*</b>	Toni Repetti	
<b>Certificate Type*</b>	<input checked="" type="radio"/> Graduate (minimum bachelor's degree required for admission) <input type="radio"/> Graduate Advanced (minimum master's degree required for admission)	
<b>How will this academic program be delivered when the program begins? (mark all that apply)*</b>	<input type="checkbox"/> 100% face-to-face courses <input type="checkbox"/> Hybrid (some online courses, some face-to-face courses) <input checked="" type="checkbox"/> 100% online courses	

**Typical Time to Degree\*** 1 year

### Admission Term Deadlines:

Deadlines for each semester must be on or before: Fall - August 1st, Spring - December 1st, Summer - May 1st


**Admission Terms\***  Fall  
 Spring  
 Summer

**Application Deadlines\*** Fall - July 1; Spring - Nov 15, Summer - April 1 (same as MHA)

**Provide the proposed CIP code**

## II. Certificate Information

### Required Additional Documents

Please attach required documents by navigating to the Proposal Toolbox and clicking  in the top right corner.

- a. Certificate Financial Aid Reporting Form – Available on the [Graduate Curriculum](#) page
- b. Three Year Academic Assessment Plan – Available from [UNLV Office of Academic Assessment](#)
- c. Two (2) letters of support
  - i. Chair/Director of the academic unit that will offer the certificate
  - ii. Academic Dean

*Each letter must verify that the proposed certificate has received faculty approval through the appropriate governance procedures, as well as the existence of necessary resources to support the Certificate as presented in the proposal.*

- d. Five Representative Course Syllabi (for certificates with fewer than 5 courses, provide all course syllabi)

**Documents Required for Submission to be Complete**  Certificate Financial Aid Reporting Form – Available on the Graduate Curriculum page  
 Three Year Academic Assessment Plan – Available from UNLV Office of Academic Assessment  
 Two (2) letters of support  
 Five Representative Course Syllabi (for certificates with fewer than 5 courses, provide all course syllabi)

**Executive summary describing the proposed certificate program\***

This certificate will consist of 5 courses 3 credits each, 1 required: Gaming Operations and 4 electives for a total of 15 credits. We currently have 9 electives they can choose their 4 from. Students can complete this certificate in a year, but if they want certain electives they may be as long as 2 years. This certificate will be aimed toward working professionals (3 years minimum management experience) who may already have a master degree but not a gaming background and need additional knowledge, those interested in getting into gaming or increasing their gaming knowledge but may not want to do a full masters degree and to be used as a minor for other graduate degrees if students are interested.

This certificate will not add any additional resources to the college as these courses are already offered and there is room for 10-12 in each class currently.

**Explanation of how the proposed certificate is related to existing undergraduate and/or graduate programs, and how this certificate will provide knowledge and skills not already available to current or potential UNLV students.\***

Currently, the only graduate gaming courses offered are 1 on-campus and 10 as part of the MHA program. The certificate will be the same courses in MHA and will allow students who already have a masters but have no gaming background to achieve that knowledge. It will also allow students interested in gaming but not interested in a full master degree. Lastly, it will allow students in other programs to obtain this certificate to complement their masters.

**A statement describing the profile of potential certificate students and market demand for the certificate program, including, related occupations, job placement opportunities and market trend data when available.\***

This certificate will be aimed toward working professionals (3 years minimum management experience) who may already have a master degree but not a gaming background and need additional knowledge, those interested in getting into gaming or increasing their gaming knowledge but may not want to do a full masters degree and to be used as a minor for other graduate degrees if students are interested.

There have been requested over the last year of having the gaming track in MHA of students who want these gaming classes but already have a masters and right now the only option for them is a 2nd masters of non-degree seeking.

With the increase in gaming internationally the demand for a gaming certificate should be high. We have been running the MHA Gaming track for less than 18 months and we have 30 (out of 76) students enrolled. 14 of the 26 Fall admits are enrolled in the gaming track. Being the only university with a graduate certificate in gaming and especially online should make this very marketable in new jurisdictions, especially internationally.

**Description of the academic unit's capability for offering this certificate; including**

We are already delivery all these courses in our MHA gaming track. We can handle 10-12 student per semester without increasing courses. If we have more enrollment each semester, we have the capacity to add more elective courses. All of these courses are offered by PTIs or on FCC work so no additional faculty lines

increasing administration of the program, faculty resources and expertise, and other required resources.\*

or these courses are offered by the school. We have the office staff to admit the additional demand.

**Description of the administration of the certificate, including:**

**Number of students anticipated to be enrolled and strategies for recruitment:\*** 10 to start. Recruitment will be done simultaneously with MHA Gaming Track

**Submission of new courses (if necessary for certificate program) to the Graduate Course Review Committee.\*** None, all already exist

**A detailed budget for the establishment and administration of proposed certificate program, including acknowledgement of what additional resources (if any) are required in order to offer proposed certificate.\*** Minimal is needed and really just printing of collateral but since we are online it is posted online.

**Description of any accreditation requirements, off-campus partnerships or other details involving campus-wide and/or external partnerships or affiliations.\*** None

**Student Authentication – Federal guidelines require that distance education and correspondence programs utilize mechanisms that verify student identity. UNLV strives to insure that this is done with all programs, not just those delivered via distance education. Describe how this program will verify student identity. (for more information on student authentication see the UNLV [Office of Online Education](#) and [WICHE](#))**

**Describe how this program will verify student identity.\*** Using standard UNLV policies and procedures including ACE account

**Learning Outcomes\*** Same as MHA but with a gaming emphasis

- Apply accounting and financial information to executive decision




making in the gaming industry.

- Develop marketing & advertising systems for casinos based on the need to create new markets and the need to respond to significant shifts in social and economic patterns.
- Examine marketing and management concepts relevant to the gaming industry and explore how these concepts can be applied to service delivery systems.
- Examine mechanisms and techniques employed in the management of casino management
- Develop strategies to address the challenges of a specific problem in casino management on the basis of interest and preparation and apply this to their current work environment.
- Conduct independent research in their major area of work on the analysis of a problem for a gaming organization.

[Click here](#) to view the Graduate Catalog (for Reference)

### III. Graduate Catalog Content and Degrees Directory

Follow these steps to build the new certificate curriculum:

1. Click on  "View Curriculum Schema." Click 'Add Core' and name your core (please use a comparable degree program in the current graduate catalog as a template). Add any descriptive text (do not add courses until Step 2). Descriptive text is generally used in the following cores: Plan Description, Plan Admission Requirements, Plan Requirements, Plan Certificate Completion Requirements.
2. There are two options for adding courses: "Add Course" and "Import Course." For courses already in the catalog, click on "Import Course" and find the courses needed. For new classes going through a Curriculog Approval Process click on "Add Course"-- a box will open asking you for the Prefix, Course Number and Course Title.
3. Click on  "View Curriculum Schema." Click on the area/header of the program where you would like to add courses. When you click on "Add Courses" it will bring up the list of courses available from Step 2. Select the courses you wish to add. For removing courses click on the  and proceed.

**Prospective Curriculum\***

#### Plan Description

The Graduate Certificate in Gaming Management is a 15-credit program designed to bring hospitality executives together to learn the latest gaming management and leadership techniques in an executive format, via the Internet and other media. Courses are taught entirely online although all students are encouraged to participate in the graduation

Although all students are encouraged to participate in the graduation activities and exercises on campus. In addition to regular tuition and fees, this program has an additional fee of \$510 per credit to cover the cost of delivery in an executive format. For more information, contact the program coordinator at (702) 895-5430. For more information about your program, including your graduate program handbook and learning outcomes, please visit the Degree Directory.

## Plan Admission Requirements

All applicants must review and follow the Graduate College Admission and Registration Requirements. The following information to be submitted electronically to the Graduate College with your application:

1. Curriculum Vitae (CV) with employer references. The CV should clearly indicate job titles, place and date of employment and specific job responsibilities, as well as include 2 former employer contacts. Three or more years of full-time experience in a management capacity in the hospitality industry are a requirement.
2. A brief essay of approximately 500 words outlining your career goals and how your hospitality employment background has prepared you for graduate study.
3. Two letters of recommendation from 2 current or former employers.

Application Deadlines Refer to the Graduate College website for specific deadlines. All required documentation and application materials must be received by the UNLV Graduate College and the Harrah Hotel College Graduate Studies Office by the listed deadline for the application to be considered. Students are accepted into a certificate program as described in the Graduate Catalog. The faculty and corresponding sub-disciplines and sub-plans within the described programs are subject to change at any time.

## Plan Requirements

Total Credits Required - 15

## Course Requirements

## Required Courses

Required Courses – Credits: 3

**MHA 618 Gaming Operations**

MHA 618 Gaming Operations

## Elective Courses

Complete 12 credits from the following courses:

**MHA 663 Current Trends in Gaming Operations**

**MHA 608 Casino Accounting and Auditing**

**MHA 621 Gaming, Government, & Community Relations**

**MHA 622 Sociology of Gambling**

**MHA 623 Internet and Mobile Gaming**

**MHA 624 Gaming Regulations, Law & Compliance**

**MHA 627 Gaming Technologies**

**MHA 639 Casino Marketing**

**[After] MHA-629 Statistical Analysis in Gaming Techniques and methods for computing the probabilities, expected values, and house percentages of casino games and analysis of the effects of changes in playing rules and payoff odds.**

**3 credits**

## Certificate Completion Requirements

The student must submit all required forms to the Graduate College and then apply for graduation up to two semesters prior to completing his/her certificate requirements.

The [Degrees Directory](#) provides current and consistent degree information. Submission of this form indicates acknowledgment and understanding that every department is responsible for creating and maintaining accurate and updated program information on the UNLV Degrees Directory.

**Degrees Directory Program Entry\***  Check this box to acknowledge the above statement.

**Sample program of study\***

[MHA 618 Gaming Operations](#)


[MHA 621 Gaming, Government, & Community Relations](#)


[MHA 627 Gaming Technologies](#)

[MHA 639 Casino Marketing](#)

[MHA 663 Current Trends in Gaming Operations](#)

3. LAUNCH proposal by clicking  in the top left corner.

4. Finish the launch of your proposal by clicking the icon  located in the Proposal Toolbox on left side at top. Make your decision, comment is optional, and click on "Make decision".

You can check the status of the proposal by clicking  in Proposal Toolbox to verify that the proposal has gone to the next step.

## IV. Department Vote Information


**Note:** This section is to be filled out by the Department Chair on behalf of the committee.

(The role has been assigned to the corresponding person on this step. If incorrect, please notify GradCurriculum@unlv.edu)

1. Review the proposal. Discuss and make appropriate revisions.

2. Fill in vote information.

3. Then go to the proposal toolbox at the top right side. Click on  and select the corresponding decision for the committee. This will enable the proposal to go to the next person on the workflow.

You can check the status of the proposal by clicking  in Proposal Toolbox to verify that the proposal has gone to the next step.

**Date faculty voted  
on proposal**

**Result of Vote**

**Manner of vote**

## V. College Vote Information


**Note:** This section is to be filled out by the College Committee Chair on behalf of the committee.

(The role has been assigned to the corresponding person on this step. If incorrect, please notify GradCurriculum@unlv.edu)

1. Review the proposal. Discuss and make appropriate revisions.

2. Fill in vote information.

3. Then go to the proposal toolbox at the top right side. Click on  and select the corresponding decision for the committee. This will enable the proposal to go to the next person on the workflow.

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**Date faculty voted  
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**Manner of vote**

**VI. Processing Notes (Graduate College/Registrar Use Only)**

**Program Alerts  
(E.g. \*\*View  
Program  
Disclaimer\*\*)**

**PS Processing  
Notes**

**PS Processing  
Date**

**Initials**

**Acalog Processing  
Notes**

**Acalog Processing  
Date**

**Initials**