Machines Sub-group meeting notes - 11.00am November 1st 2018.

Held at Gamestec Offices, Sandiacre, Nottingham.

1. **Welcome & introductions**. Peter welcomed everyone to the meeting & thanked Gamestec for hosting the meeting. Attendee list below. Apologies noted.

2. **Points from last meeting on September 19th**;
   a. Aegis were not available to come to this meeting. Nigel to bring them along to the meeting on December 11th.
   b. PH to pick up the 'change meter' issue with Stuart McP and get his post GC view.

3. **Machine Security Update**;
   a. Question raised around AML standards and the GBG protocol. Should the GBG standards be extended to include security reporting codes? Also, customers would benefit from the 'invalid ticket' message having more detail.
   b. Peter explained to the meeting the thoughts behind the idea of creating a communications protocol for machines security issues. The primary intention is to overcome natural apprehensions over data control and management. Nigel and the MOTO Team volunteered to help with the scripting and it was suggested that Andy Green (Roadchef) could also add value.

4. **Chancellors Autumn Budget.** The budget implications for the Gambling Industry were briefly discussed.

5. **Gambling Commission & Tracked Play;** Whilst there was little progress to update since the last meeting, PH informed everyone that he & NH were meeting with bacta and the Bingo Association with the intention of getting everyone to work together and speak with one voice in order to retain some control over the outcome.

6. **TiTO Technical Standards**;
   a. RW informed the meeting that he has been asked to look at adding registration improvements to the latest releases of the GBG-TITO and GBG-Promotional tech standards.
   b. GBG-EFT standards have been reviewed again by the Technical Forum. RW awaiting final inputs to the current draft before sign off with intention to have initial version signed off before next meeting. Important that the tech standard allows for existing Collection

processes to be extended to support EFT transactions. Once initial version released then wsdl file will be generated by a System Host.

c. RW also informed the meeting about NFC (Near Field) technology that may in time replace existing card/loyalty/tracking methods.

d. Web Service based Data Capture tech standard currently being reviewed by the Tech Forum. Alternative to BACTA Dataport standard. Provide appropriate metering for cabinet level meters that supports cash and cashless methods of payment as well as additional game play performance meters. Use of web services allows for more than one System Host to receive live data feed from a gaming machine, i.e. Machine Management, Accounting and Business Intelligence/Performance Analysis. Steve McFarland and RW are meeting next week for final amendments to current draft & then final sign off before next meeting.

e. Security/Machine Test standards. Some discussion on how to maintain and improve standards of deployment. RW to invite James Illingworth/GLI to the next meeting.

7. **Network Security Standards improvement.** This was brought forward from the last meeting. Nigel to invite Aegis to the next (December) meeting.

8. **Remote Games Developer Forum.** Peter informed the meeting that the RGA has recently formed this group to discuss and agree Social Responsibility concerns and maybe best practices with games design. This has been done with the knowledge of the Gambling Commission. Do we want to do anything similar for the off-line world?

9. **AOB;**
   a. PH to add Ant to the MSG circulation list.
   b. Date of next meeting; Tues December 11th – 11am here at Gamestec.

ATTENDING

Name	Company	Attending
Rob Wheeler	Agile Gaming	1
Bill Walker	Gala Leisure	1
Ant Moore	Blue Print games	1
Graham Roberts	Inseinc	1
Peter Hannibal	GBG	1
Nigel Davis	Praesepe	1
James Armstrong	Playsafe	1
Brian Jamson	Roadchef	1
Graham Glanfield	Moto	1
Paul Comer	Moto	1
Lee Morton	SG Gaming	1
Scott	Luxury Leisure	1
Dave Newman	Welcome Break	1