

CERTIFICATE OF ACHIEVEMENT

Upon successful completion of this program, students will be prepared for an entry-level position in the gaming industry. This program integrates classroom experience with hands-on lab exercises and covers topics such as planning, design, troubleshooting and maintenance of various slot machines and related devices. Computers and networks used to support modern slot machine gaming are also covered.

STUDENT LEARNING OUTCOMES – Graduates of this program will have the opportunity to:

- Develop a working knowledge of the theory of operation of a typical electronics slot machine; a working knowledge of Pseudo Random Number Generators; a working knowledge of ROM, PROM, EPROM, EEPROM and RAM; a working knowledge of stepper motors.
- Describe the operation of peripheral devices; the external features of a slot machine; the coin-in coin-out assemblies; the modes of operation of the electronics slot machine.
- Identify electronic circuits and components used in slot machines.
- Develop a hands-on understanding of the installation of networks that support devices such as slot machines and computers.
- Demonstrate a working knowledge of personal computers and the embedded computers found in slot machines.

GENERAL EDUCATION REQUIREMENTS (3 Credits):

	CR	SEMESTER
COMMUNICATIONS: ENG 100, 101, 107, 113	3-5	_____

SPECIAL PROGRAM REQUIREMENTS (29 Credits):

	CR	SEMESTER
CSCO 105B Fundamentals of Voice and Data Cabling	3	_____
CSCO 109B PC Troubleshooting and Repair	3	_____
ET 104B Fabrication and Soldering Techniques	2	_____
ET 106B Test Equipment Operation	3	_____
ET 131B DC for Electronics	4	_____
ET 138B Introduction to Slot Machine Technology	3	_____
ET 212B Digital Logic I	4	_____
ET 238B Device Peripherals	4	_____
MATH 111B Mathematics for Electronics Applications	3	_____

Computation included in MATH 111B
Human Relations included in CSCO 105B

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Total Credits

Students may elect to graduate using the degree requirements in effect at the time of matriculation, or when they declared or changed major or the current catalog. If a program is official after a student has matriculated, the student may choose the degree requirements of the new program. In no case may a student use a catalog which is more than six years old at the time of graduation.

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