

# Engineering Technology – Slot Repair

CERTIFICATE OF ACHIEVEMENT (CA)

REQUIRED CREDITS: 32

DEGREE CODE: ETSLOT-CT

## IMPORTANT

Important information about the educational debt, earnings, and completion rates of students who attended this program are located at [www.csn.edu/gainful-employment](http://www.csn.edu/gainful-employment).

## DESCRIPTION

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. Networks used to support modern slot machine gaming are also covered.

## STUDENT LEARNING OUTCOMES

- 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 an understanding of the installation of physical network infrastructure that support devices such as slot machines and computers.

**PLEASE NOTE** - The courses listed below may require a prerequisite or corequisite. Read course descriptions before registering for classes. All MATH and ENG courses numbered 01-99 must be completed before reaching 30 total college-level credits. No course under 100-level counts toward degree completion.

## GENERAL EDUCATION REQUIREMENTS (3 CREDITS)

### COMMUNICATIONS (3-5 credits)

Choices: COM 115 or ENG 100 or 101 or 107 or 113

Recommended: COM 115 Applied Communication

## SPECIAL PROGRAM REQUIREMENTS (29 CREDITS)

CSCO 105B	Fundamentals of Voice and Data Cabling	3
ET 104B	Fabrication and Soldering Techniques	2
ET 106B	Test Equipment Operation	3
ET 111B	Mathematics for Electronics Applications	3
ET 131B	DC for Electronics	4
ET 132B	AC for Electronics	4
ET 138B	Introduction to Slot Machine Technology	3
ET 212B	Digital Logic I	4
ET 238B	Device Peripherals	3

Computation included in ET 111B

Human Relations included in CSCO 105B

## FULL-TIME STUDENT DEGREE PLAN

*Add more semesters to modify this plan to fit part-time student needs.*

FIRST SEMESTER	Credits
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
<b>TOTAL CREDITS</b> .....	<b>12</b>
SECOND SEMESTER	Credits
COM 115 Applied Communication	3
ET 212B Digital Logic I	4
ET 111B Mathematics for Electronics Applications	3
<b>TOTAL CREDITS</b> .....	<b>10</b>
THIRD SEMESTER	Credits
CSCO 105B Fundamentals of Voice and Data Cabling	3
ET 132B AC for Electronics	4
ET 238B Device Peripherals	3
<b>TOTAL CREDITS</b> .....	<b>10</b>
<b>DEGREE PLAN TOTAL CREDITS</b> .....	<b>32</b>

- NOTE**
- Course numbers with the “B” suffix may be non-transferable for a NSHE baccalaureate degree.
  - Course numbers with the “H” suffix are designated Honors-level courses and can be used to fulfill equivalent general education requirements. For more information visit [www.csn.edu/honors](http://www.csn.edu/honors).
  - In no case, may one course be used to meet more than one requirement except for the Values and Diversity general education requirement (only AA, AS, and AB degrees) which may be used to fulfill the corresponding general education or emphasis requirement.
  - 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.

