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GAMING CONFERENCE SEASON FACES MEATY ISSUES

The summer doldrums are coming to a close. September will see the commencement of the gaming industry's busiest conference season. There will be plenty of important developments discussed in depth at the fall gaming conferences. At the top of the list will be the continued expansion of internet gaming throughout Europe, the indictment of internet gaming operators in the United States, the success and growth of the Asian gaming industry (which now boasts the two largest gaming centers in the world), and the continued global expansion of gaming in the face of economic turmoil throughout the world. First up is the International Masters of Gaming Law conference in Vienna on September 14-16 (www.gaminglawmasters.com), immediately followed by the Clarion European internet gaming conference in Milan on September 19-22 (www.eigexpo.com). While the IMGL conference will be presenting a comprehensive discussion of worldwide gaming developments and the focus of the EIG conference is European internet gaming, there will be substantive discussions of North American internet gaming developments at both of those conferences. Commencing on September 30, the International Association of Gaming Advisors will conduct its annual conference at the Venetian in Las Vegas (www.theiaga.org), which will be immediately followed on October 3-6 by the Global Gaming Expo in Las Vegas, North America's largest gaming trade show (www.globalgamingexpo.com). Eastern European gaming will be the focus of the Eastern European Gaming Summit in Sofia, Bulgaria, on October 17 (www.eegamingsummit.com) and the follow-up Balkan Entertainment and Gaming Expo trade show on October 18-20 (www.balkangamingexpo.com). Attention will then turn to the Asian gaming market, with Beacon's Asian Casino and Gaming Congress at the Marina Bay Sands in Singapore on November 9-10 (www.asiangamingcongress.com). These are the major gaming conferences scheduled for this fall.