

Gaming Standards Association

The Gaming Standards Association (GSA) is an international trade association established in 1998. The mission of the GSA is to facilitate the identification, definition, development, promotion, and implementation of open standards to enable innovation, education, and communication for the benefit of the entire gaming industry.

GSA believes that operators, manufacturers, and regulators can all derive benefits from open standards. For the most part, these benefits are derived through lower costs and improved efficiency. Standards help reduce the time to market for new products, open new markets to existing products, and level the playing field amongst manufacturers. As opposed to proprietary protocols that stifle innovation and reduce competition, open standards encourage innovation and help bring new products to the market.

The GSA focuses most of its efforts on three protocols: Gaming Device Standards (GDS), Game-to-System (G2S), and System-to-System (S2S). These protocols are designed to provide a comprehensive and cohesive set of communications standards for casino and wide-area gaming operations. From time to time, these protocols are supplemented by other technical standards and operational guidelines that address specific needs of GSA members.

GDS is a set of USB-based standards that are used to connect gaming machines to their peripheral devices, such as note acceptors, printers, and card readers.

G2S is a network-based protocol that is used to connect gaming machines to back-end systems. G2S supports a broad range of applications including configuration, download, progressives, ticket-in-ticket-out, wagering accounts, and player tracking. G2S also supports the Player User Interface which is used to present third-party applications to players directly on the gaming machine's main screen without secondary display devices.

S2S is a network-based protocol that is used to communicate amongst gaming and non-gaming systems. Like G2S, S2S supports a wide range of applications including player registration, player tracking, player comps, table game operations, bonuses, progressives, ticket-in-ticket-out, and wagering accounts. In many cases, S2S extends the functionality found in G2S to support central administration and monitoring of gaming networks.