



Meeting Minutes

Date/Time: May 10, 2016 – 1:00 p.m.

Place: Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, Massachusetts

Present: Chairman Stephen P. Crosby
Commissioner Gayle Cameron
Commissioner Lloyd Macdonald
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

**Time entries are linked to
corresponding section in
Commission meeting video**

Call to Order

See transcript page 2

[1:00 p.m.](#) Chairman Crosby called to order the 190th Commission meeting.

Social Gaming Informational Session

See transcript pages 3-167

[1:02 p.m.](#) Executive Director Edward Bedrosian, Jr. stated that in March 2016, Penn National Gaming discussed using social gaming in their business plan. The Commissioners requested information on social gaming and an educational session was set up by Executive Director Bedrosian and Attorney Justin Stempeck. Executive Director Bedrosian recommended scheduling a follow-up presentation on social gaming that could include more industry experts and/or our licensees.

[1:04 p.m.](#) Attorney Justin Stempeck introduced the following speakers: Executive Director Timothy Loew and Managing Director Monty Sharma from MassDiGI, Chief Executive Officer Luc Delany from International Social Games Association, and Executive Director Keith Whyte from the National Council on Problem Gambling.

[1:05 p.m.](#) Timothy Loew and Monty Sharma, representing **Massachusetts Digital Games Institute** (“MassDigI”), provided an overview of MassDigI which is based at Becker College and is a statewide center for academic cooperation, entrepreneurship and economic development across the games ecosystem. They described the mission of MassDigI and its programs and services which included: a game challenge, summer innovation program, live studio, mentoring, research, surveys, industry marketing, and policy. Their presentation also included an overview of the digital global economy, elements of social gaming, branding and advertising.

[1:50 p.m.](#) Luc Delany, representing the **International Social Games Association** (“ISGA”), stated that the ISGA is a global non-profit trade association committed to researching and understanding social gameplay, working with policymakers, upholding industry best practices, and promoting safe and responsible gameplay. The ISGA is based in London. He provided an overview of the evolution, use and impact of social games. He also provided an overview on social casino games which included: player demographics, marketing, consumer protection, UK Gambling Commission’s scoping review of social games, misconceptions, best practice principles, and youth and problem gambling.

2:48 p.m. The Commission took a brief recess.

2:53 p.m. The meeting resumed.

[2:53 p.m.](#) Keith Whyte, representing the **National Council on Problem Gaming** (“NCPG”), stated that the NCPG is a national advocate for programs and services to assist problem gamblers and their families. He noted that the NCPG is neutral on legalized gambling and social casino gaming. He presented on social casino gaming models, research studies, types of risk, monetarization mechanics, rating system, youth research, transitional risk factors, and solutions (consumer protection standards and responsible play features).

Other Business Not Reasonably Anticipated

See transcript page 167

[4:04 p.m.](#) *Having no further business, a motion to adjourn was made by Commissioner Cameron. Motion seconded by Commissioner Macdonald. Motion passed unanimously.*

List of Documents and Other Items Used

1. Massachusetts Gaming Commission, Notice of Meeting and Agenda dated May 10, 2016
2. Social Gaming Informational Session – Biographies of Presenters
3. MassDiGI - PowerPoint Presentation
4. International Social Games Association - PowerPoint Presentation
5. National Council on Problem Gambling - PowerPoint Presentation

/s/ Catherine Blue
Catherine Blue, Assistant Secretary