



For immediate release:

EUROMAT Reveals Wider–Reaching Programme for Monte Carlo Summit

The EUROMAT 2018 Summit will take place on 4th-6th June at the Monte Carlo Bay Hotel & Resort. Enjoying a truly spectacular setting, the summit’s home is conveniently situated just 30 minutes drive, 15 minutes by rail or 7 minutes by helicopter from Nice Airport.

For the amusements and gaming industry professionals making the trip to Monte Carlo, the impressive setting will witness a fresh new approach to the summit programme, reflecting an increasingly inclusive and forward-looking approach.

EUROMAT President Jason Frost explains: “The 2018 summit programme is the product of a great deal of consultation with Association members and other industry stakeholders. The event has always provided the perfect platform for operators and legislators to discuss topical issues and future policies.

“For the first time the summit will devote a full day to player protection and social responsibility, with new payment technologies featuring prominently on the agenda. Amusements will also feature, with a session exploring the case for liberalising the rules surrounding Redemption products in France.

“The enlarged programme is also designed to reach out to manufacturers and operators. These are the people immersed in our industry on a day-to-day basis; they’re investing in the industry and sitting within local communities. We need their perspective and hope they will attend the Summit, and benefit from networking with regulators, industry leaders, national industry associations and also their peers from around Europe,” confirms Jason.

The Summit programme ensures a packed two days, plus an evening networking reception for the many guests who will arrive on the previous evening.

Key subjects for the programme will include:

Regulatory

Legal Horizon Scan

Fireside Chat With The Regulators

Payments

Alternative Payment Options; Now Or Never?
TITO – A Pathway To New Payment Options?

The Market Place Of Tomorrow

Where Is The Industry Going And Where Will Revenue Growth Come From In The Future?
The Customer Of The Future

International Perspectives On Gaming And Regulation

Fireside Chat: Getting To Know The US Market

Amusements

The Road To Redemption: The Case For The Liberalisation Of Rules For Redemption Products
In France

Social Responsibility

Self Exclusion: Is It Working And How Do You Manage It To Be Effective?
Technology: Balancing The Player Experience And Consumer Protection
Inside Problem Gambling
Managing Social Responsibility In Different Gaming Channels
Industry Principles For Social Responsibility

Full details of keynote speakers and the panels for each session are detailed on the EUROMAT website: www.euromat.org

With regular breaks between sessions, relaxed lunch arrangements and several drinks receptions and a celebratory Gala Dinner, the EUROMAT Summit has been designed with networking in mind. Indeed, it would be difficult to imagine a more productive environment for the sharing of ideas and experiences.

A range of exciting sponsorship opportunities exists for those companies wishing to positively promote their brands to many of the industry's most senior decision makers. To discuss the positioning of your brand at the EUROMAT Summit contact: karencooke@swanevents.co.uk

Editors' Notes:

The European Gaming and Amusement Federation (EUROMAT) is the voice of the land-based gaming entertainment industry in Europe; a highly regulated and highly taxed industry sector accounting for more than 250,000 jobs across Europe.

The organisation was established in 1979 to represent, through its affiliated national associations, private sector operators of gaming machines and the manufacturers that supply them. Today, EUROMAT has 14 national member associations from 11 European countries, as well as two observer members from France and Hungary. For further information about EUROMAT please visit www.euromat.org and follow EUROMAT on LinkedIn and Twitter.

SWAN EVENTS Ltd

10, Clare Lodge, 41 Hollybush Lane, Harpenden, Herts. AL5 4AY