

Guide to the UNLV Libraries Collection of GTECH Corporation Press Materials and Financial Reports

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Summary Information

University of Nevada, Las Vegas. University Libraries. Special **Repository:**

Collections and Archives.

Contributor: University of Nevada, Las Vegas. Libraries. Special Collections

and Archives

Creator: GTECH Corporation

UNLV Libraries Collection of GTECH Corporation Press Materials Title:

and Financial Reports

ID: MS-00966

Date [inclusive]: 1987 to 2002

> **Physical** 1.30 Cubic Feet (2 boxes, 1 flat file)

Description:

Physical 3.08 Linear Feet

Description:

Language of the

English Material:

Abstract: The UNLV Libraries Collection of GTECH Corporation Press

> Materials and Financial Reports includes annual reports, financial reports, equity research reports, prospectus, press kits, press releases, promotional materials, international lottery advertisements, and lottery industry publications produced by GTECH Corporation located in West Greenwich, Rhode Island,

dating from 1987 to 2002.

Preferred Citation

UNLV Libraries Collection of GTECH Corporation Press Materials and Financial Reports, 1987-2002. MS-00966. Special Collections and Archives, University Libraries, University of Nevada, Las Vegas, Las Vegas, Nevada.

Historical Background

GTECH Corporation was a gaming technology-focused company that, according to its company profile, designed, manufactured, installed, and operated online lottery systems for governmentsponsored licensed lottery jurisdictions worldwide. GTECH's original headquarters was located in West Greenwich, Rhode Island, before moving its headquarters to Providence, Rhode Island in

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2007. GTECH Corporation also maintained offices on five continents in addition to several data centers across the globe.

GTECH Corporation was founded by Guy B. Snowden, Victor Markowicz, and an unnamed partner in 1980. Snowden and Markowicz met in 1972 while both were working as management consultants for New Jersey-based Mathematica, Inc. They eventually left Mathematica, Inc. and created Gaming Dimensions, Inc. Their new company was a design consulting firm that also focused on gaming software. In February 1979, Gaming Dimensions, Inc. was made a subsidiary of Datarol Corporation, a supplier of on-line terminals and systems that worked with the Michigan State Lottery. Snowden and Markowicz left the company in 1980. They purchased the assets of Datarol the same year, and in 1983 their company started publicly trading as GTECH Corporation. Snowden served as the CEO of GTECH Corporation until he retired from the company in 1998.

GTECH created the first dedicated lottery terminal, installed the first all-radio lottery network in Mexico, and introduced Quick Pick, a popular system that randomly selects lottery numbers for players. GTECH Corporation also prepared lottery reviews and books about the lottery industry. In August of 2006, Italian gaming company Lottomatica S.p.A. acquired GTECH Corporation for \$4.5 billion. Lottomatica later adopted the GTECH name, then changed its name again in 2015 to International Game Technology after GTECH acquired the company.

Sources:

"GTech Wins New Contract for Belgian Lottery." bizjournals.com. American City Business Journals, June 19, 2007. https://www.bizjournals.com/boston/blog/mass-high-tech/2007/06/gtech-wins-new-contract-for-belgian-lottery.html.

SnowMark. SnowMark Corporation, 2013. http://www.snowmark.com/about_us_guy.htm.
UNLV Libraries Collection of GTECH Corporation Press Materials and Financial Reports, 1987-2002.
MS-00966. Special Collections and Archives, University Libraries, University of Nevada, Las Vegas.
Las Vegas, Nevada.

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Scope and Contents Note

The UNLV Libraries Collection of GTECH Corporation Press Materials and Financial Reports includes annual reports, financial reports, equity research reports, prospectus, press kits, press releases, promotional materials, international lottery advertisements and lottery industry publications produced by GTECH Corporation located in West Greenwich, Rhode Island, dating from 1987 to 2002. This collection contains items previously described as "Promotional and publicity material: Gtech Corporation," "Prospectus: 9,830,000 shares GTECH Holdings Corporation common stock," "GTECH Corporation's U.S. lottery review. 1994," "Sales, games & demographics: world lottery industry," "U.S. lottery industry: sales, games and demographics," "The vital signs of legalized gaming in America," and "The lottery book: a guide to starting, operating and growing a successful lottery."

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Arrangement

Materials are arranged by material type.

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Administrative Information

Access Note

Collection is open for research.

Publication Rights

Materials in this collection may be protected by copyrights and other rights. See <u>Reproductions</u> and <u>Use</u> on the UNLV Special Collections and Archives website for more information about reproductions and permissions to publish.

Acquisition Note

Materials were acquired periodically by UNLV Special Collections and Archives from a variety of sources; accession number 2019-089.

Processing Note

In 2019, as part of an archival backlog elimination project, Miguel Dominguez, Autumn Bassett, and Kyle Gagnon compiled the materials from multiple sources that included subject files and previously cataloged material. Autumn Bassett wrote the finding aid.

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Names and Subjects

- Advertising
- Advertising -- Lotteries
- Gambling
- · Gambling -- Equipment and supplies

- Gambling -- International
- Lotteries
- Lottery tickets
- Lottery ticket vendors
- Promotional materials
- Publicity

Collection Inventory

Title/Description	Containers
Annual reports, 1987 to 2000	box 01
Equity research reports, 1994 to 2002	box 01
Securities and Exchange Commission Form 10-K, 1993 to 1995	box 01
Securities and Exchange Commission Form 10-Q, 1992 to 1998	box 01
Prospectus, 1992 to 1997	box 01
Press kits, 1991 to 1996	box 01
Press releases, 1991 to 1995	box 01
Promotional materials, 1989 to 1999	box 01
International lottery advertisements, 1989 to 1993	box 02
Sales, Games and Demographics World Lottery Industry, 1991	box 02
National Gaming Survey, 1996 to 1999	box 02
The Lottery Book, 1991	box 02