



Selected Experience in the Gaming Industry

- Conducted focus groups for the Indiana lottery.
- Conducted focus groups for online gamblers to determine usability testing of a new software product.
- Conducted a nationwide quantitative study in the US to determine the attitude and usage of gamblers.
- Conducted the feasibility testing of a new facility for gaming.
- Conducted focus groups of spouse's attitudes toward gambling.
- Conducted market intelligence study for the online gaming industry in the Netherlands, Poland and Spain.
- Conducted interviews regarding mainstream gamers who have interest in purchasing online merchandise.