

7th European Conference on Gambling Studies and Policy
Issues

Putting all the pieces together

The casino experience: did play become work

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1. The spare time is diminishing
2. The possibilities to relax and entertain are growing



casino = entertainment
casino = simulacrum

- There are no false pretensions of the real in Las Vegas
- The casinos are whole packages of stories, experiences and adventures

- Elaborated architecture
- A touch of divinity
- Limited access
- Ritual of the table games

- Extravaganza is the rule
- Holiness is gone
- Mass entertainment
- Instantaneous experience of slot machines

gambling & games, video games

- Share the same communication's channel – computer screen
- Logic of slot machines – repetitiveness
- Logic of the table games – skill, evaluation, communication



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Play elicits hedonic experiences.

Gaming elicits hedonic experiences.

Game experience is different for table games players or slot machine players.

Table game players experience the game as an adventure.

Slot machine players use the game to escape from reality.

In contemporary
casinos the
game
experience
shifted to the
battle with the
arm of one-arm
bandits.



The slot machines represent a way of life we live today.

The player is used of monotony, repeating one and the same action, the fast play that is just the same as the fast life, fast work, and fast consumption he experiences every day.



casino = entertainment

The casino customer is entertained to such an extent he forgets the concerns of every day life.

casino = simulacrum

The casino must be this other time and place, it must be far away from reality, so that an adult person can play (in it).



The game is a passionate activity.

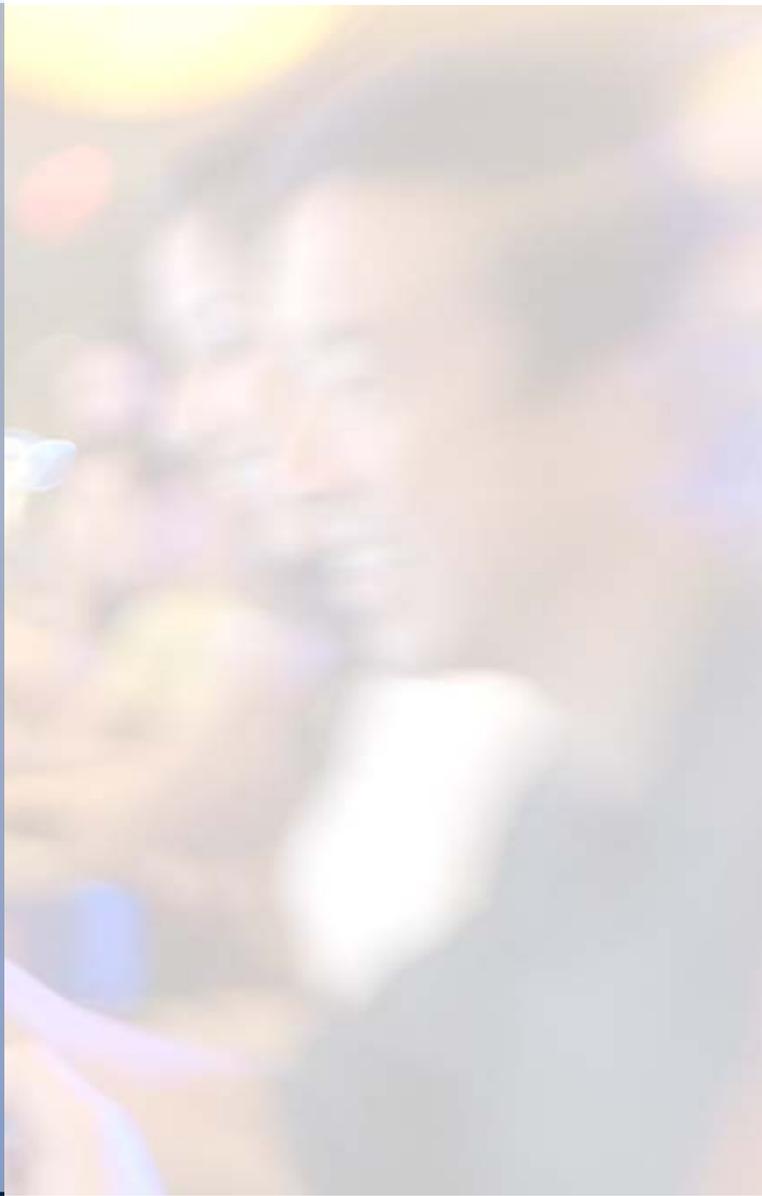
work vs. game and game vs. work

The intensity of work, and the intensity of game are much alike.

Even more, the boundary between work and play has become unrecognizable.



The casino
visit will
always be
about
loosing
or making
money!



Thank you!

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