

## **Guide to the UNLV Libraries Collection of International Game Technology Promotional Materials and Reports**

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## Summary Information

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<b>Repository:</b>	University of Nevada, Las Vegas. University Libraries. Special Collections and Archives.
<b>Creator:</b>	International Game Technology (Firm)
<b>Contributor:</b>	University of Nevada, Las Vegas. Libraries. Special Collections and Archives
<b>Title:</b>	UNLV Libraries Collection of International Game Technology (IGT) Promotional Materials and Reports
<b>ID:</b>	MS-00967
<b>Date [inclusive]:</b>	1987 to 2015
<b>Date [bulk]:</b>	1987 to 2005
<b>Physical Description:</b>	1.30 Cubic Feet (2 boxes)
<b>Physical Description:</b>	1.08 Linear Feet
<b>Physical Description:</b>	35 Digital Files (0.08 GB)
<b>Language of the Material:</b>	English
<b>Abstract:</b>	The UNLV Libraries Collection of International Game Technology (IGT) Promotional Materials and Reports includes annual reports, financial reports, print and digital press kits, and promotional materials for International Game Technology in Las Vegas, Nevada, and Atlantic City, New Jersey, dating from 1987 to 2015.

### Preferred Citation

UNLV Libraries Collection of International Game Technology (IGT) Promotional Materials and Reports, 1987-2015. MS-00967. Special Collections and Archives, University Libraries, University of Nevada, Las Vegas. Las Vegas, Nevada.

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## Historical Background

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In 1980, William S. Redd's company, SIRCOMA, a company that developed a line of video poker, blackjack, keno, as well as slot machines, was renamed International Game Technology (IGT) after SIRCOMA was sold to casino operators in Las Vegas, Nevada and Atlantic City, New Jersey. In 2001 IGT acquired Silicon Gaming and Anchor Gaming, and, in 2003, Acres Gaming was also acquired. In 2015, GTECH Corporation acquired IGT, renaming their company International Game Technology. IGT continues to operate and manage video gambling machines.

Source:

O'Driscoll, B. "Timeline: The IGT story," *Reno Gazette Journal* (Reno, Nevada), July 16, 2014. <https://www.rgj.com/story/money/business/2014/07/16/timeline-igt-years/12728037/>.

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## Scope and Contents Note

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The UNLV Libraries Collection of International Game Technology (IGT) Promotional Materials and Reports includes annual reports, financial reports, print and digital press kits, and promotional materials for International Game Technology in Las Vegas, Nevada, and Atlantic City, New Jersey, dating from 1987 to 2015. This collection includes materials previously described as "Annual Report."

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## Arrangement

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Collection is arranged by material type.

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## Administrative Information

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### Access Note

Collection is open for research.

### Publication Rights

Materials in this collection may be protected by copyrights and other rights. See [Reproductions and Use](#) 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 2019-090.

## Processing Note

In 2019 as part of an archival backlog elimination project, Miguel Dominguez compiled the materials from multiple sources that included subject files and previously cataloged material. Karla Irwin processed the digital files and created access copies. Miguel Dominguez wrote the finding aid.

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## Names and Subjects

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- Las Vegas (Nev.)
- Promotional materials
- Publicity
- Gambling
- Slot machines

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## Collection Inventory

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Title/Description	Containers
Annual reports, 1988 to 1999	box 01
Financial reports	
Equity research, 1996 to 2007	box 01
Securities and Exchange Commission form 10-K, 1988 to 1994	box 01
Getting Started In Gaming, 1994	
Introduction to Gaming, 1997	box 01
Introduction to Slots and Video Gaming, 2005	box 01
Press kits, 1997 to 2001	box 01
Digital press kit, 2014 to 2015	digital
Physical Description: 35 Digital Files (0.08 GB) JPG, PDF	file 00
Promotional materials, 1987 to 2008	box 02