CASINO (CAS)

CAS 101. Intro to Casino Industry. (3 Credits)
This course surveys the history of gaming, casino regulations, organizational structure within gaming, daily casino operations, various types of games, financing and the future development of the industry. 3 credit hours, fall semester

CAS 102. Introduction to Gaming. (3 Credits)
This course is designed to familiarize individuals with the various games offered at typical casinos. It provides a survey of the games offered as well as a rather in-depth investigation of the most common games. 3 credit hours, fall semester

CAS 103. Casino Security. (3 Credits)
This course is designed to familiarize individuals with the various types of security measures used in the casino industry to protect the agency from loss and maintain the integrity of the games. In addition to providing information relative to typical cheating methods in each game, the course will also provide information relative to the legal aspects of surveillance. 3 credit hours, fall semester

CAS 104. Issues in Human Resource Mgt. (3 Credits)
This course surveys current issues, techniques and applications for managing human resources in the hospitality industry. Information strategies, team building, legislation and their impact on achieving service objectives will be studied. Development of a management philosophy appropriate for the service industry shall be the final outcome. AHMA certification. 3 credits (3 lecture hours), fall semester

CAS 105. Food & Beverage Implications. (3 Credits)
This course focuses on volume food service in multiple casino operations. Various performance, service and financial objectives as well as interface of the food & beverage department with other casino operations shall be presented. Prerequisite: Acceptance in the CAS program or permission of instructor 3 credits (2 lecture hours, 2 recitation hours), fall semester

CAS 230. Technology & Controls Gaming. (3 Credits)
An overview of internal controls, computer applications technological advances and their impact on customer service strategies in the gaming industry. The applications of technology in various facets of gaming/casino operations. Prerequisites: CAS 101, 103, 251, and BSAD 107 or permission of instructor. 3 credits (3 lecture hours), fall semester

CAS 240. Hospitality Sales & Marketing. (3 Credits)
Marketing in the service industries and developing strategies/processes necessary for successful gaming and hospitality operations will be the focus of this course. Interventions which facilitate desirable exchanges and the achievement of financial objectives in the hospitality industry will be examined. Prerequisite: second year standing in the Casino Management Program or permission of instructor 3 credits (3 lecture hours), fall semester

CAS 251. Cooperative Work Experience. (2 Credits)
Cooperative Work Experience will be completed in an approved position in the gaming/casino industry (320) hours. Comprehensive written and oral reports are required at the conclusion of the work experience during the fall semester lecture hours. 2 credits (2 lecture hours), fall semester

CAS 280. Leadership Development. (3 Credits)
This course focuses on leadership and developing strategies which result in a healthy organizational climate and the achievement of objectives. Competencies of great leaders, ethical leadership and the leader's role in addressing socio/cultural concerns will be studied along with Baldridge Award criteria. Prerequisites: 2nd year CAS standing, CAS 104, 230, or permission of instructor. AHMA certification. 3 credits (3 lecture hours), spring semester

CAS 290. Professionalism, Image. (3 Credits)
This capstone course is designed to integrate knowledge and skills into the critical thinking process required for corporate level decision making. Case studies and research of an existing corporation will be the basis for studying issues and presenting issues related to Casino Management. Development of a framework and format for effective operation of a service sector business. Prerequisites: 2nd year CAS standing, CAS 240, 250, 251, or permission of instructor. 3 credits (3 lecture hours), spring semester

CAS 311. Surveillance & Security Tech. (1 Credit)
This lecture series will survey the security and surveillance controls and emerging technologies of the gaming industry. An overview of the daily operations of a gaming facility will be presented. Attendees will acquire an understanding of the gaming industry, its environment, and the role of technology. Prerequisites: CAS 103 and BSAD 107 or permission of instructor 1 credit (15-hour lecture series), fall semester Offered as an elective