



Australian Government

SITHGAM005 Analyse and report on gaming machine data

Release: 1

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Modification History

Not applicable.

Application

This unit describes the performance outcomes, skills and knowledge required to retrieve and analyse gaming machine data and prepare reports for management.

The unit applies to all gaming venues and to senior gaming attendants and supervisors.

In many states and territories, legislation stipulates that all gaming workers must receive training in the responsible conduct of gambling. This is covered in SITHGAM001 Provide responsible gambling services.

Pre-requisite Unit

Nil

Competency Field

Gaming

Unit Sector

Hospitality

Elements and Performance Criteria

ELEMENTS	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Obtain gaming machine data.	1.1.Retrieve data from gaming machine and system using retrieval system according to legislative requirements and organisational procedures. 1.2.Record data using correct methods and terminology according to legislative requirements and organisational procedures.
2. Analyse gaming machine data.	2.1.Analyse data according to legislative requirements and organisational procedures. 2.2.Perform cash flow analysis according to the correct mathematical equation, including analysis of metered information and cash data. 2.3.Identify variances in data and determine possible causes.

3. Prepare reports.
- 3.1. Prepare reports and present them to the appropriate person.
- 3.2. Minimise waste in preparing reports.

Foundation Skills

Foundation skills essential to performance in this unit, but not explicit in the performance criteria are listed here, along with a brief context statement.

SKILLS	DESCRIPTION
Reading skills to:	• read and interpret data against key performance indicators and identify variances.
Numeracy skills to:	• prepare reports on gaming machines that reflect different analyses of numerical data.
Problem-solving skills to:	• identify variances in data analysis, determine reasons and rectify the problem.
Technology skills to:	• use: • gaming machine reporting software • gaming machine data retrieval systems.

Unit Mapping Information

No equivalent unit.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=68c40a93-e51d-4e0f-bc06-899dff092694>