



Australian Government

SITHGAM026 Analyse and report on gaming machine data

Release: 1

SITHGAM026 Analyse and report on gaming machine data

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 SITHGAM022 Provide responsible gambling services.

The skills in this unit must be applied in accordance with Commonwealth and State/Territory legislation, Australian/New Zealand standards and industry codes of practice.

No occupational licensing, certification or specific legislative requirements apply to this unit at the time of publication.

Pre-requisite Unit

SITHGAM022 Provide responsible gambling services

Competency Field

Gaming

Unit Sector

Hospitality

Elements and Performance Criteria

ELEMENTS

Elements describe the essential outcomes

1. Obtain gaming machine data.

PERFORMANCE CRITERIA

Performance criteria describe the performance needed to demonstrate achievement of the element.

- 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.

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|---------------------------------|--|
| 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 according to organisational requirements 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.
Technology skills to:	• use: • gaming machine reporting software • gaming machine data retrieval systems.

Unit Mapping Information

Supersedes and is not equivalent to SITHGAM005 Analyse and report on gaming machine data.

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for SITHGAM026 Analyse and report on gaming machine data

Modification History

Not applicable.

Performance Evidence

Evidence of the ability to complete tasks outlined in elements and performance criteria of this unit in the context of the job role, and:

- retrieve data from three different gaming machines or systems listed in the knowledge evidence, according to organisational procedures and legislative and licensing requirements
- analyse above data and produce at least six different types of data reports listed in the knowledge evidence, according to organisational procedures and legislative and licensing requirements.

Knowledge Evidence

Demonstrated knowledge required to complete the tasks outlined in elements and performance criteria of this unit:

- requirements of relevant state and territory gaming legislation, related to:
 - record keeping, analysing and reporting on the operation of gaming machines and subsidiary equipment
 - licensing requirements for venues
 - licensing requirements for repairers, service consultants and machine managers
 - general accounting requirements
 - fees, taxes and levies applicable to the operation of gaming machines
- types of gaming machines and systems:
 - linked progressive systems:
 - bonus (random) link systems
 - combination dependent systems
 - Hyperlink
 - progressive and stand-alone jackpot systems
 - inter-venue progressive jackpot link systems
 - multi-terminal machines
 - player loyalty systems
 - stand-alone gaming machines
 - stand-alone progressive jackpot machines
- types of data reports and their relevance to the business:

- cash flow analysis, machine specifications and linked progressive jackpot configurations
- duty calculations and returns
- gross results of a gaming machine's operation
- meter readings and their increments
- history reports:
 - net revenue analysis
 - profit variance
- operational data of a gaming machine
- machine clearances, payouts and hopper weigh amounts
- meter comparison report
- paper-based or electronically transmitted materials
- profit reports and declarations
- reports to organisation management
- stand-alone progressive and link-progressive jackpot system reconciliations
- mathematical design and reconciliation of all linked systems as it impacts on day-to-day machine operations
- mathematical and analytical concepts and equations relevant to gambling at an operational level
- key features of computerised gaming machine programs.

Assessment Conditions

Skills must be demonstrated in an operational gaming environment. This can be:

- an industry workplace; or
- a simulated industry environment set up for the purposes of assessment.

Assessment must ensure access to:

- operational gaming venue with machines and equipment
- applicable header systems according to organisational requirements
- data retrieval system
- gaming machine reporting software and data.

Assessors must satisfy the Standards for Registered Training Organisations' requirements for assessors and have worked in industry for at least three years where they have applied the skills and knowledge of this unit of competency.

Links

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