



Australian Government

SITHGAM301 Analyse and report on gaming machine data

Release 2

SITHGAM301 Analyse and report on gaming machine data

Modification History

The version details of this endorsed unit of competency set are in the table below. The latest information is at the top.

Version	Comments
1.2	Correction to mapping to show equivalence.
1.0	E Replaces and is equivalent to SITHGAM004B Analyse and report on gaming machine data. Minor adjustments to expression of content to streamline and improve unit. Two prerequisite units removed. SITHGAM201 Provide responsible gambling services added as a prerequisite.

Unit Descriptor

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

Application of the Unit

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

Licensing/Regulatory Information

In many States and Territories, legislation stipulates that all gaming workers must receive training in the responsible conduct of gambling. This content is addressed in SITHGAM201 Provide responsible gambling services.

Pre-Requisites

This unit must be assessed after the following prerequisite unit:	
SITHGAM201	Provide responsible gambling services

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Not applicable.

Elements and Performance Criteria

Elements describe the essential outcomes of a unit of competency. Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

- | | |
|--------------------------------|--|
| 1. Obtain gaming machine data. | 1.1 Retrieve data from <i>gaming machine and system</i> using <i>retrieval system</i> according to legislative requirements and organisational procedures. |
| | 1.2 Record <i>data</i> using correct methods and terminology according to legislative requirements and organisational procedures. |
| 2. Analyse 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 and determine possible causes. |
| 3. Prepare reports. | 3.1 Prepare <i>reports</i> and present them to the appropriate person. |
| | 3.2 Minimise waste in preparing reports. |

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- literacy skills to:
 - read and interpret data against key performance indicators and identify variances
 - complete reports on gaming machine data or outcomes
- problem-solving skills to identify variances in data analysis, determine reasons and rectify problem
- numeracy skills to check and analyse data.

Required knowledge

- requirements of relevant state and territory gaming legislation, including those related to:
 - record keeping, analysing and reporting on the operation of gaming machines and subsidiary equipment
 - responsible provision of gambling services, including procedures for self-exclusion of problem gamblers
 - licence requirements
 - licensing of repairers, service consultants and machine managers
 - general accounting requirements
 - fees, taxes and levies
- mathematical design and reconciliation of all linked systems as it impacts on day-to-day machine operations
- mathematical and analytical concepts relevant to gambling at an operational level
- key features of computerised gaming machine programs.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the ability to:

- analyse and report on gaming machine data accurately for a range of different games and machines on multiple occasions
- comply with legislative and licensing requirements
- integrate knowledge of security issues and compliance requirements.

Context of and specific resources for assessment

Assessment must ensure use of:

- operational gaming venue with machines and equipment such as poker machines, approved amusement devices, slot machines, multi-terminal gaming machines, progressive or stand-alone machines, stand-alone games, linked machines and linked progressive jackpot systems
- the venue may be a real industry workplace or simulated industry environment
- applicable header systems
- data retrieval system
- gaming machine reporting software.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- evaluation of reports and gaming data analysis completed by the individual
- oral or written questioning to assess knowledge of gaming legislation and organisational procedures
- review of portfolios of evidence and third-party workplace reports of on-the-job performance by the individual.

Guidance information for assessment

The assessor should design integrated assessment activities to holistically assess this unit with other units relevant to the industry sector, workplace and job role, for example:

- SITHGAM202 Attend gaming machines.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Gaming machine and system includes:

- data retrieval systems
- linked progressive systems, including:
 - bonus (random) link systems
 - combination dependent systems
 - Hyperlink
 - progressive and stand-alone jackpot systems where appropriate
 - inter-venue progressive jackpot link systems
- multi-terminal machines
- player loyalty systems
- stand-alone gaming machines
- stand-alone progressive jackpot machines.

Retrieval system may be:

- accounting, including header and venue-specific
- electronic
- manual
- promotional.

Data includes:

- cash flow, including machine specifications and linked progressive jackpot configurations
- gross results of a gaming machine's operation, including meter readings and their increments
- operational data of a gaming machine, including clearances, payouts and hopper weigh amounts.

Reports include:

- cash flow analysis
- duty calculations and returns
- history reports:
 - net revenue analysis
 - profit variance
- 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.

Unit Sector(s)

Hospitality

Competency Field

Gaming