

GAME-X ACADEMY

How to create a successful operation?

About the Course

Creating a successful operation/product most of the time is much more complex and difficult than in other industries.

Most mistakes are made at the beginning when designing the product and the organization structure. GAME-X brings fresh views, professional and effective thinking which is based on deep analysis and more than 100 years of proven experience in crisis management, in advancing product effectiveness or creating a brand new product, organization.

Who is this course for? Land based Operators,

Role function ideas: Marketing managers, Slot managers, Gaming managers, F&B Managers, General managers, Guest relation managers and officers, customer experience managers, Slot attendants, COO, CMO,

Price: € 399.00 EUR + VAT

Duration: 10 hours

Place: Online / digital study room

Investing in the gaming industry may seem to be easy and extremely awarding for an outsider. However, creating a successful operation/product most of the time is much more complex and difficult than in other industries.



Most mistakes are made at the beginning when designing the product and the organization structure.

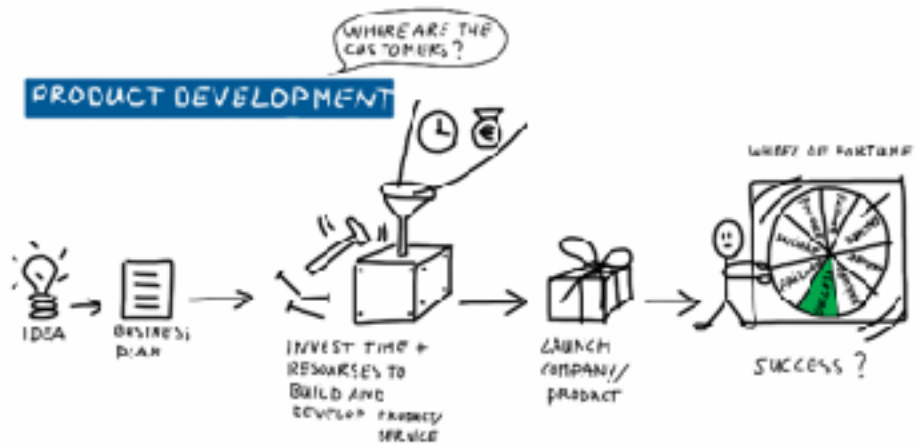
Sometimes the Investor is a “control freak” or “paranoid” so there is an incredible % of overhead pressuring the NGR.

Sometimes there is a huge lack of knowledge about how the house makes GGR. Often there is no clear understanding of the game advantages. Or why a good dealing, operating method, the procedure is important.

The single most important factor to a successful product development is having the correct people on the development team. Those folks should have knowledge and experience in the key technologies involved, as well as previous product development experience.

Sometimes there is a wrong understanding of the role and importance of the management in the process of product presentation/sales/customer service.

Sometimes, a huge amount of capital is invested in a physical environment and when the doors are opened the miracle has not happened, and no one understands what is the problem.



Sometimes, a successful operation starts to show cracks, starts to drop on visits and GGR and the management does not understand the reason behind it.

“Only move forward with creating a product that will be 'above the bar.'”

Well, there are many traps in the process of developing a successful product in any industry and the gaming industry is no different but more difficult. The above-mentioned examples are just a few of many that bring down investment and make millions of dollars to lose their worth.

However, there is nothing that cannot be fixed or cannot be revised, or rebuilt. Only commitment, willingness an open mindset for changes, and a professional and knowledgeable advisor are required.

GAME-X brings fresh views, professional and effective thinking which is based on deep analysis and more than 100 years of proven experience in crisis management, in advancing product effectiveness or creating a brand new product, organization.

“The secret of getting ahead is getting started.”

-MARK TWAIN