

# GAMING ROOM DESIGN

GMDC QLD

Principles for Maximum Effect

Presented by

Chris Wright

Design by Wright

(T/A Chris Wright Design)

# TOPICS

- SELECT THE BEST AREA
- PRODUCT PLACEMENT
- FURNISHINGS & FITTINGS
- SUMMARY
- QUESTIONS

# SELECT THE BEST AREA

- SERVICE / SECURITY
- ACCESSIBILITY
- FLOOR SPACE / CEILING HEIGHT
- EXPANSION FOR THE FUTURE
- LEGISLATION
- FENG SHUI
- DOSA's

# Service / Security



- Gaming area should have easy access to amenities – Dispense Bars / Tray Service?
- Good Service attracts and holds Good Players.
- Security Cameras
- Supervision



# Accessibility

- Direct access from the Foyer
- Access Ramps 1:14 incline
- Avoid locating machines near noisy Sports Bars
- Players like their privacy but they don't want to be isolated
- Access to DOSA from gaming room



# Floor Space / Ceiling Height

- Allow sufficient space for the number of machines required
- Aim for 3 to 3.25m<sup>2</sup> / Machine depending on Base width  
Most pubs allow 3.5m<sup>2</sup>
- Low ceilings give the room a smaller appearance and difficult to install signage

Base 500mm, Helix X with topper 1750mm,  
MarsX with 27" topper 1830mm

Sign (Approx) 750mm = 2580mm

Typical room height is 2700mm to 3000mm

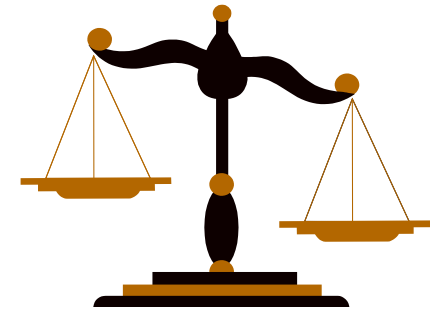


# Expansion for the Future

- Choose a location that will allow for future expansion without requiring major structural changes
- Throughout COVID, some venues placed EGMs into storage. Make sure any new designs will accommodate full number of EGMs
- Mar 2021 - 376 Clubs \$97.6mil | 650 Hotels \$123.2mil
- Mar 2022 – 361 Clubs \$101.5mil | 701 Hotels \$142.6mil
- Mar 2023 – 355 Clubs \$113.8mil | 691 Hotels \$148.9mil



# Legislation



- ATMs not visible from gaming areas and must be as far away as possible. Can delay approval
- No direct street access to gaming areas
- Cannot force patrons to pass through gaming area to access other parts of venue
- Notebreakers and CRT's out of reach of players
- It is Licensee's responsibility to ensure machines laid out in accordance with Gaming Guideline G03 – Plans
- Website <https://www.business.qld.gov.au/industries/hospitality-tourism-sport/liquor-gaming/gaming/guidelines>



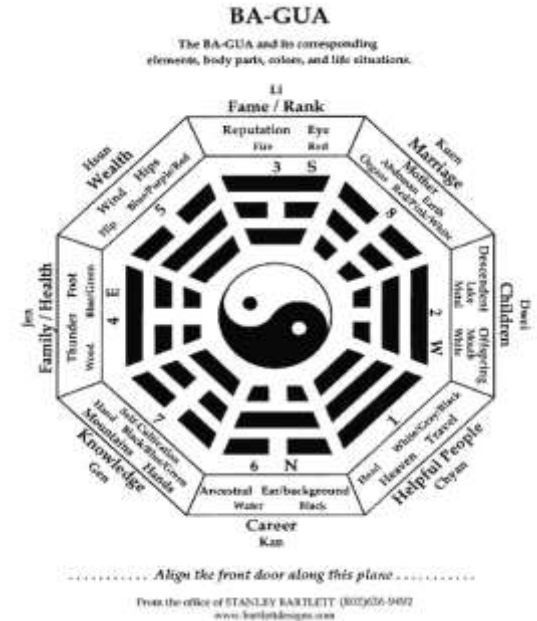
# Guidelines - Plans



- Machine Placement to satisfy guidelines
- Freehand Drawings not acceptable
- Whole-of-Site Plan requirements are shown in Guideline G03 and required when:
  - a) Applying for new licence
  - b) Applying for increase or decrease in machines
  - c) Apply to relocate the gaming area
- Plan should show “Gaming Area” shaded with no machines shown but ATMs, CRTs, EFTPOS, TAB etc
- Gaming machines may be relocated within this area without further OLGR approval

# Feng (Wind) Shui (Water)

- What is Feng Shui?
  - Art of Placement
  - Creating a Comfortable Environment
  - Chi is considered the life force and Feng Shui is used to enable a smooth flow of Chi
  - Ba Gua is used to locate the Chi associated with a room or a building
- Who can benefit from Feng Shui?
  - Management – Happy Patrons
  - Patrons – More comfortable area
  - Designers/Architects - \$\$\$



# DOSA's

- More than one DOSA allowed. Total area of all DOSA's cannot be more than 50% of outdoor liquor licensed area.
- DOSA must have a buffer zone to other outdoor areas. Must be either a 2m wide area or a 2.1m high screen.
- Can take drinks into a DOSA from another area.
- No food consumed or taken into a DOSA including snacks.
- No entertainment in DOSA. Includes TV, music. Can view a TV in another part of the venue from the DOSA.
- No Gaming Machines in a DOSA.
- “Would the average person say the area is enclosed”
- [www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/eat-drink#dosa](http://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/eat-drink#dosa)

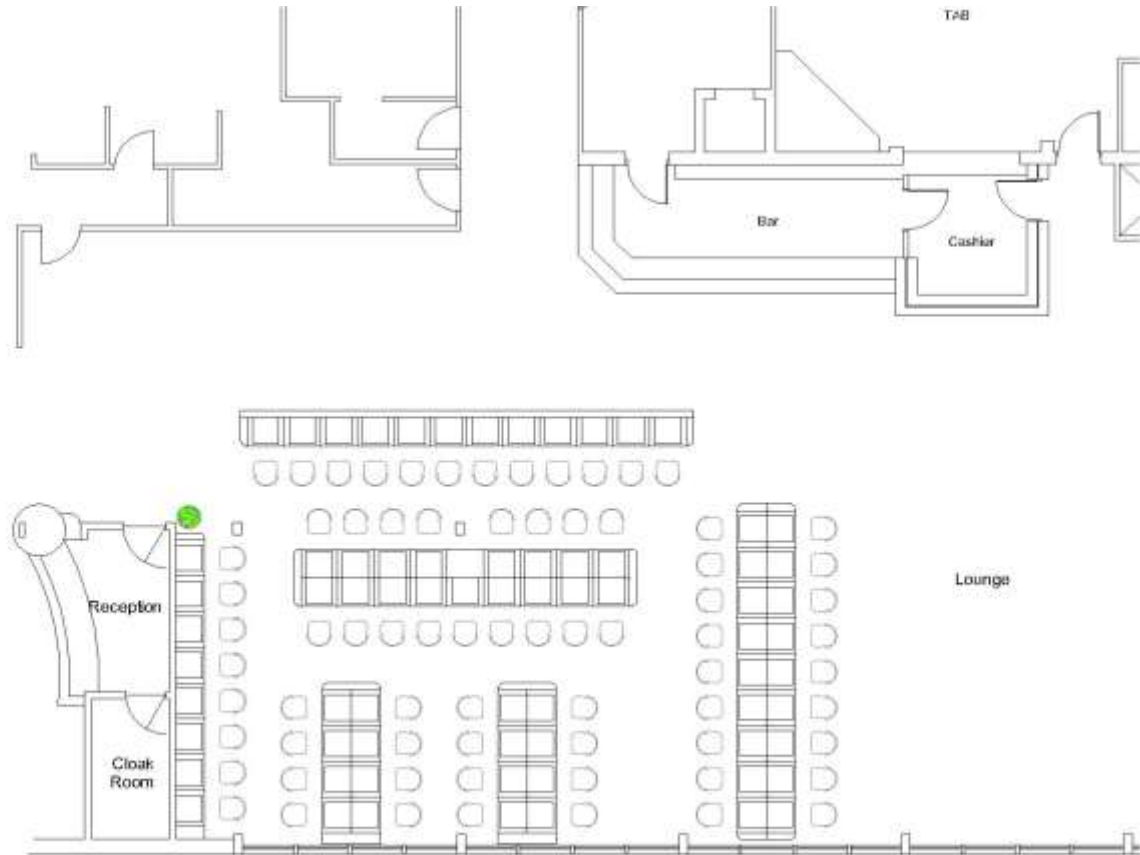
# PRODUCT PLACEMENT

- TRAFFIC FLOW
- CRITICAL DISTANCES
- PLAYER COMFORT
- ROOM CONFIGURATION
- CABINET TYPES



# Traffic Flow

- Avoid “Brick Walls” and long banks
- “Organised Chaos” with maze patterns (Bill Freidman Principle #4)
- Layout machines for staff visibility/access through the room
- Give clearance near Bars, Toilets, Exits



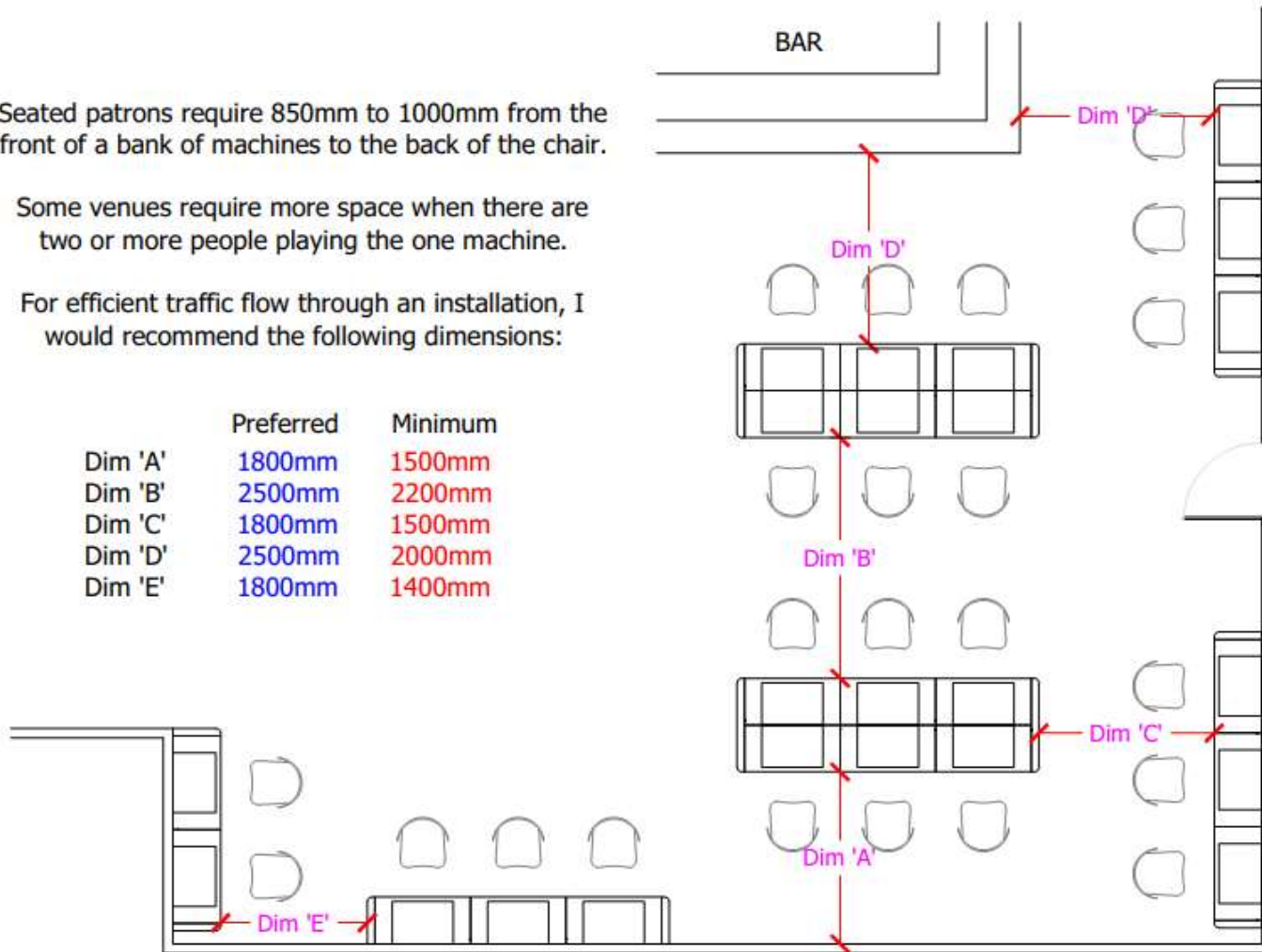
# Critical Distances

Seated patrons require 850mm to 1000mm from the front of a bank of machines to the back of the chair.

Some venues require more space when there are two or more people playing the one machine.

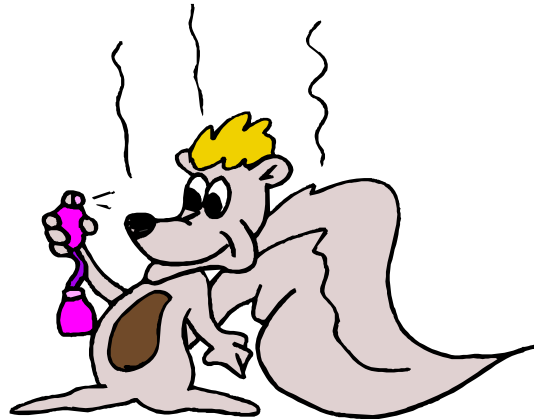
For efficient traffic flow through an installation, I would recommend the following dimensions:

	Preferred	Minimum
Dim 'A'	1800mm	1500mm
Dim 'B'	2500mm	2200mm
Dim 'C'	1800mm	1500mm
Dim 'D'	2500mm	2000mm
Dim 'E'	1800mm	1400mm



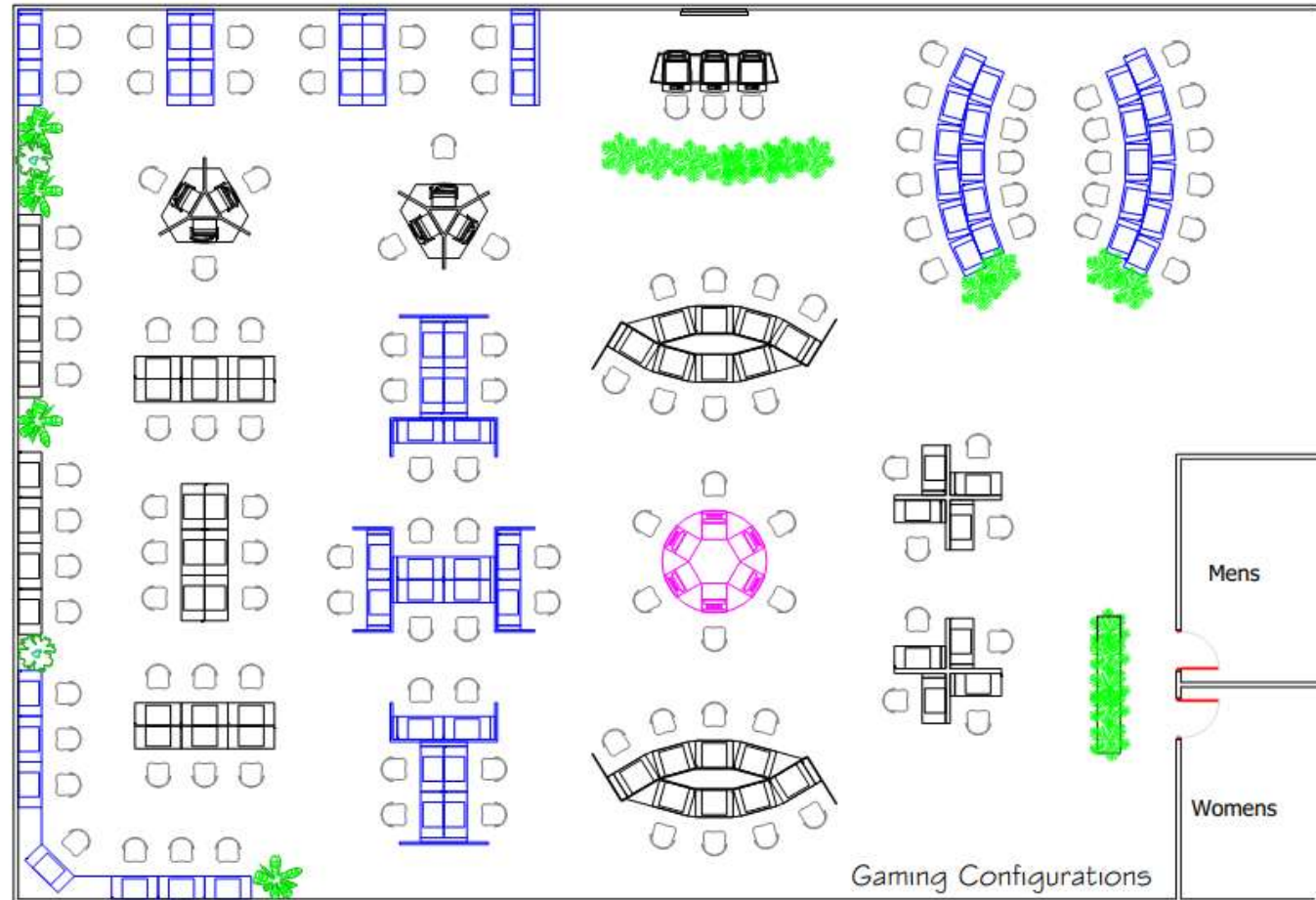
# Player Comfort

- Glare on Monitors
- Overhead lighting  
Downlights
- Air Conditioning
- Unpleasant Odours



# Room Configuration

- Covering Walls
- Banks
- Corner Units
- Pods
- Tri-Banks
- H & T Banks
- Carousel
- Eye Banks
- Pinwheel
- Curves
- MTGMs (NSW)
- Seating
- Planter Boxes





# Cabinet Types



# Cabinet Types



Helix +



Helix XT



Helix Slant



Mars X

# Cabinets Types

- Slimline Gaming Cabinets  
IGT Crystal, AGT A560, A600, A640, EVO,  
SG Dualos and Dualos X, Kascada  
Konami Concerto, Dimension 27 & 49, Aruze Muso



# FURNISHINGS & FITTINGS

- BASES
- SEATING
- LIGHTING
- SIGNAGE
- THEMING

# Bases

- Wide range of laminates and veneers allow bases to match the décor of the venue
- Modular components give the flexibility to change layouts
- Phone chargers, lighting, bank end screens are available - \$\$\$\$\$
- Base Dimensions
  - Width - 1000mm (Min 900mm )
  - Depth - 525 to 535mm
  - Height – 500 to 540mm
  - Old Standard - 770 x 650mm



# Seating

- One “comfortable” stool with back for each machine (Swivel preferred)
- Additional Lounge seating may enhance the area, space permitting
- Chair height should match the base

Base height of 500mm should have a chair height between 100-150mm above the base for ergonomics. Typ Height of Gaming Chair is 650mm.



**cubus**  
concepts

# Lighting

- Lighting should be used to enhance the room and compliment the Gaming machines not vica versa
- Reflective or Diffused Lighting as opposed to Downlights
- Soft and Subtle



# Signage

- Use Signs to Attract, Inform and individualise venues
- Link Jackpot Displays
  - Attract Players
  - Generate excitement
- Signs can become an integral part of theming





# Theming



# Summary

- Choose Gaming Location Carefully
- Lay out machines for maximum player comfort
- Room should compliment the Gaming Machines
- Enhance comfort with furniture & lighting
- When you are looking to design your club, talk to people with experience
- Remember you know your customers better than anyone else. Use that knowledge in your design strategy

