





11. Safety and security.
12. The front office management simulation (FOMS).
13. Survey of casinos and gaming.
14. The organization of casinos.
15. Casino management social, political, and legal environments.
16. Product, games, and statistics.
17. Pricing and revenue control.

Learning Materials:

Hashimoto, K. *Casino Management 1<sup>st</sup> ed.* Upper Saddle River, NJ: Pearson Prentice Hall. (2008)

Hayes, D, Miller, A, and Ninemeier, J. *Foundations of Lodging Management 2<sup>nd</sup> ed.* Upper