Appendix 4

Table 7.1: Summary of main technologies[1]

Technology	Technical requirements	Security issues	Relative cost	Advantages and Disadvantages
Magnetic strip card	Requires card reader be installed on EGM	Higher risk – cards easily swapped or copied; verification of ID such as driver's license also required	Very low cost up to $2; additional cost of card reader $5–$30 (plus installation costs)	*Advantages* Easily replaced and cheap; familiar to users; many EGMs already have card readers installed; *Disadvantages* Easily damaged, prone to wear and corruption; non-programmable; may require additional ID or central database
Smart card with embedded chip	Requires card reader be installed on EGM; cashless gaming (money/credits stored on card)	Low risk. Used in conjunction with PIN or other ID eg photo on card; could be tampered with but tampering would be obvious.	Low cost around up to $5; additional cost of card reader $5–$30 (plus installation)	*Advantages* Can collect and store data, can be programmed for additional functionality eg self exclusion, personal messaging; cards already widely used and familiar to users, no need for central database as data stored on card; many EGMs already have card readers installed *Disadvantages* Sign up process may take longer; only possible where cashless gaming is permitted
RFID (radio frequency identification) tags	Requires installation of tag reader on EGM	Anonymous play – no player registration required	Low cost – most tags cost less than $1 due to wide application in tracking	*Advantages* Anonymous play may appeal to users; easy swipe action *Disadvantages*

1   Sources: Evidence presented to the committee; Responsible Gambling Council of Canada *Insight 2009: Play Information and Management system*, www.howstuffworks.com (accessed 11 March 2011).

			consumer products	Limited functionality; radio signal between tag and reader may be disrupted
USB or memory stick/flash drive	USB ports the same across machines, does not require a wedge	Can be tampered with in ways not obvious Requires additional security features eg PIN or other ID such as biometrics	Medium cost $10–$20	*Advantages* Most EGMs have existing ports; device is programmable as with smart card; no need for central database; can link to internet and be used for other data storage requirements (eg music, video etc) *Disadvantages* Unclear if ports on EGMs are easily accessible to players; not all users would be familiar with USBs
Biometrics – fingerprints, voice recognition, retina scanning (note the committee only received evidence on fingerprints)	Requires USB with scanning capability or USB plus a separate scanner/reader	Generally low risk but higher risk of identity theft if device is stolen	Higher cost – varies between $30–$100 depending on USB capability or separate scanner	*Advantages* As under USB plus biometric ID unique to player; *Disadvantages* More intrusive and less familiar to players; fingerprint scanning limitations (eg those without fingerprints; those impeded by disability)